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AMIGA FORMAT

£5.50 ■ JUNE 1996 ■ ISSUE 85

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Viscorp buys the Amiga

See back cover for details of the CD

Connections

Is your favourite joystick an old BBC micro analogue one? Do you prefer PC mice? Find out how to connect them to your Amiga

TekMagic 2060

Don't let your old A1500 gather dust – give it a new lease of life with a super-fast '060 accelerator

XP8

The slickest shoot-em-up we've seen in ages, this raytraced wonder is a blast

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Escom to sell Amiga Technologies Full details, interviews and comment starts on page 11

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INT.DRIVES



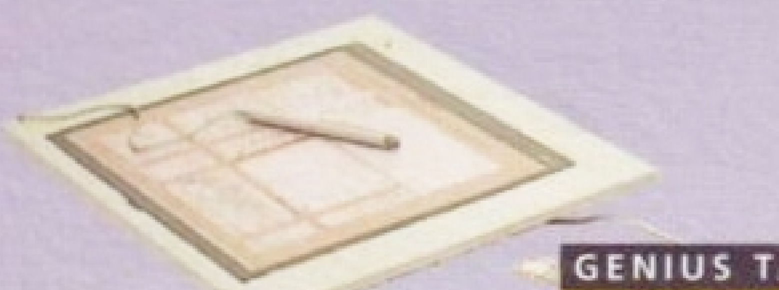
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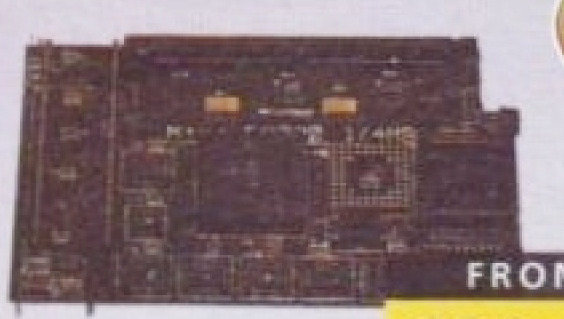
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GENIUS TAB
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DISK EXPANDER (WITH HD PURCHASE) £15

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Rapid Fire SCSI-II controller card. Install up to 8MB on-board. For the A2000, A3000 and A4000.

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External IDE hard disk for the A500 comes complete with an internal ROM switcher, and upgradable to 4MB RAM

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PLEASE CALL FOR HD SIZES
MEMORY REQUIRES 30-PIN SIMMS

ZIP DRIVE

ZIP DRIVE 100MB SCSI £199.95
ZIP DRIVE Inc. Squirrel £249.95
100MB DISKETTE £19.95

ZIP DRIVE REQUIRES SQUIRREL SCSI INTERFACE

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The Syquest EZ135 drive is an ideal storage device. The EZ Drive stores 135MB on a single 3.5" cartridge and has a seek time of 13.5ms. Comes complete with one 135MB cartridge. (A SCSI interface is required)

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ScanDoubler II is a full 24-bit AGA flicker fixer which automatically de-interlaces all AGA screen modes and scan doubles non-interlaced PAL/NTSC modes to allow VGA monitors to display them.

SCAN DOUBLER II £399

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Backup to 520MB onto a 4hr VHS tape. Version 3 has new backup modes for Amiga's with a 68020 or higher CPU.

VIDEO BACKUP SCART £49.95
VIDEO BACKUP PHONO £45.95
UPGRADE TO VERSION 3 .... £20

FLOPPY EXPANDER

Save 1.5MB on a standard floppy drive and 3MB when used in conjunction with the XL Drive 1.76.

FLOPPY EXPANDER £10

DISK EXPANDER

Disk Expander can add upto to 50% to your hard drive capacity and works with all drives including SCSI, IDE, Floppies and even the RAM disk. Disk Expander works on any Amiga with any Kickstart.

DISK EXPANDER £19.95

SX-32

SX-32 is an internal add-on card for your CD32 and features: VGA port, RGB port, parallel port, serial port, external disk drive port (1.76MB), clock, controller for 2.5" hard disk, and a SIMM socket (up to 8MB). Turn your CD-32 into a A1200.

SX-32 MODULE £199.95

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256 x 32 SIMM 72-PIN (1MB) £40
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1 X 4 DIP £25
256 X 4 DIP £5
1 X 1 DIP £5
CIA £12
GARY £19
PAULA £19
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FAT AGNUS 2 MB £29
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RS232 CABLE £6
SCSI EXTERNAL £15
WORKBENCH 3.1 A500/2000 .... £85
WORKBENCH 3.1 A3000/4000 ... £95
ROM SHARE DEVICE £19
2.04 ROM CHIP £25

FOR ANY SPARES REQUIRED PLEASE CALL

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EPSON STYLUS COLOUR II ..£335.95
EPSON STYLUS 820 .... £219.95
EPSON STYLUS/PRO XL INCLUDE STUDIO II SOFTWARE

STUDIO II SOFTWARE £49.95

GVP HC-8 SCSI

SCSI hard card which can fit 8MB of RAM on-board.

HC-8 SCSI CARD £99

GVP G-LOCK

Award winning Amiga Genlock.

G-LOCK AMIGA GENLOCK £259

IO-EXTENDER

Zorro II card that provides an additional serial port, parallel port and connection for optional RS422 and RS232 port. Call for details

ioEXTENDER £69.95

GVP RAM

Official GVP RAM SIMMs.

4MB GVP RAM £159
16MB GVP RAM £549

A2000 68060

A 68060 accelerator board for the A2000 running at 50MHz and allowing upto 128MB of user installable memory and a SCSI-II hard disk controller.

A2000 68040 (0MB RAM) .. £629.95
A2000 68060 (0MB RAM) .. £799.95
4MB STANDARD ADD £125.95
4MB GVP ADD £159

SPECIAL OFFER

MODEMS

ACEEX V32 BIS 14.4 NOT BT APPROVED . £80
X-LINK TRUE V34 28.8 BT APPROVED £199.95
ALL MODEMS INCLUDE SOFTWARE AND CABLES

HI-SOFT

SQUIRREL SCSI INTERFACE ... £59.95
AURA £79.95
MEGALOSOUND £29.95

squirrel scsi interface included where you see this logo

SURF SQUIRREL

Surf Squirrel offers an even higher SCSI performance, auto-booting, and ultra-fast serial port. Surf Squirrel is the ideal expansion peripheral for your Amiga 1200. Please call for more information.

SURF SQUIRREL £99.95

SQUIRREL MPEG

Squirrel MPEG allows you to play VideoCD and CDI CD-ROM's, Squirrel MPEG brings high quality digitally mastered images and 16-bit stereo sound to you and your Amiga.

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All Power products come with a 12 month warranty unless otherwise specified.

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PLEASE CALL IF YOU HAVE ANY QUERIES

RAM EXPANSION

A 2MB RAM board for the A500 which fits in the trap door slot.

A500 2MB RAM **£90**

MEMORY CARDS

512K RAM WITH CLOCK **£24.95**
512K RAM WITHOUT CLOCK . **£19.95**
A600 1MB RAM **£39.95**
A500+ 1MB RAM **£29.95**

MEGACHIP RAM

Increase your Amiga 500/2000 chip RAM to a total of 2MB. MegaChip does this by using its own 2MB RAM and also now includes a 2MB Fat Agnus. No soldering is required.

MEGACHIP RAM **£159.95**

A500 68020EC

A 68020 EC processor accelerator card for the A500 and A500+, with an option to fit a 68881 or 68882 co-processor (PLCC or PGA). This card can fit upto 4MB FAST RAM and is fully auto-configuring.

NOT COMPATIBLE WITH GVP HARD DRIVE

A500 68020 EC 0MB RAM ... **£99.95**
A500 68020 EC 4MB RAM .. **£189.95**

GRAPHIC/VIDEO

PICASSO II 2MB RAM **£249.95**
INCLUDING TV PAINT JNR.
PICASSO II 2MB RAM **£399.95**
INCLUDING TV PAINT 2
VIDEO DAC **£25**
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VGA ADAPTOR

VGA ADAPTOR **£15**

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ALPS GLIDEPOINT **£59.95**

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High resolution pen and cursor controlled graphic tablet, including cables and software. Power Template software includes templates for DPaint V, DPaint IV AGA, PPaint 6.4. What's more you can create your own templates using this software (for any 2.0/3.1 compliant software). When using the cursor it will emulate a 3 buttoned mouse.

GENIUS TABLET 12 X 12 ... **£195.95**
INCL. PEN, CURSOR AND POWER TAB/TEMP S/W

GVP GURU-ROM V6

A SCSI driver for all Series II host adaptors and accelerator cards for all Amiga computers. Please call for further information. For GVP Only.

GURU-ROM V6 .... **£49.95**

FREE CD'S
Diggers/Oscar
Chaos Engine



POWER CD-ROM

The Power CD-ROM for the Amiga 600/1200 plugs directly into the PCMCIA port and provides a direct SCSI-I and SCSI-II interface, allowing up to six additional devices to be connected. What's more the Power CD-ROM features a 'Hot-plug' which allows you to connect and disconnect the CD-ROM and any other additional devices even when the Amiga is switched on.

The CD-ROM drive comes with a SCSI interface, PSU, manual, audio lead, mains lead and software which includes Audio CD, CD32 Emulator, MPEG Film Decoder and Photo CD.

AMIGA 600/1200

x2 SPEED CD-ROM INC.SQUIRREL .. **£179**
X4 SPEED CD-ROM INC.SQUIRREL . **£249**

AMIGA 4000

DUAL SPEED CD-ROM EXT. **£139**
QUAD SPEED CD-ROM EXT. ... **£199**
AMIGA 4000 SCSI-INTERFACE .. **£129**
SCSI CABLE **£10**

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Scan in 24-bit at upto 200DPI (all Amigas not just AGA)*, Scan in 256 greyscales at up to 400DPI (all Amigas), Thru'port for printer connection, Fully supports AGA chipset, Display HAM8/24-bit images on a non-AGA Amiga (via image conversion), full editing facilities included. Works with 2.04 ROM or above, min 1MB (recommend 2MB).

POWER SCAN 4 B/W **£89.95**
POWER SCAN 4 COLOUR ... **£169.95**
OCR (BOUGHT WITH SCANNER) **£20**
OCR SOFTWARE **£49.95**
POWER SCAN 4 S/W ONLY **£20**
PC INTERFACE + COL S/W ... **£49.95**
PC INTERFACE + B/W S/W ... **£39.95**

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24-bit A4 flatbed scanners, complete with software, cables and manual.*

EPSON GT-5000 .... **£479.95**
24-BIT, INC. POWERSCAN SOFTWARE
EPSON GT-8500 .... **£579.95**
24-BIT, INC. POWERSCAN SOFTWARE
EPSON GT-9000 .... **£729.95**
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ADPRO SOFTWARE **£149.95**
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SCANNER SOFTWARE

FLATBED POWERSCANNER S/W .. **£35**
WORKS WITH ALL EPSON FLATBED SCANNERS

68040/060

FALCON 68040RC 25MHZ .. **£399.95**
FALCON 68060RC 50MHZ .. **£649.95**
4MB SIMM **£89.95**
8MB SIMM **£189.95**
16MB SIMM **£399.95**
FALCON NO CPU **£349.95**
SCSI ADAPTOR **£29.95**

All Falcon's come complete with a cooling fan

VIPER 28MHZ

The Viper 28 can have up to 128MB RAM installed, full Kickstart remapping, optional SCSI-II adaptor, on-board battery backed clock, 68882 co-processor optional, instruction and data burst modes.

VIPER 28 MKII BARE **£119.95**
VIPER 28 MKII 2MB **£179.95**
VIPER 28 MKII 4MB **£199.95**
VIPER 28 MKII 8MB **£299.95**
VIPER 28 MKII 16MB **£489.95**
VIPER MKII SCSI ADAPTOR .. **£69.95**

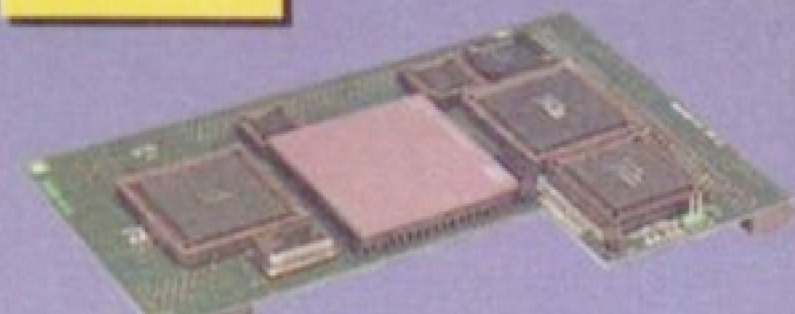
VIPER 50MHZ

The Viper 50 can have up to 128MB RAM installed, and the same features as the Viper 28.

VIPER 50 BARE **£199.95**
VIPER 50 2MB **£269.95**
VIPER 50 4MB **£289.95**
VIPER 50 8MB **£389.95**
VIPER 50 16MB **£599.95**

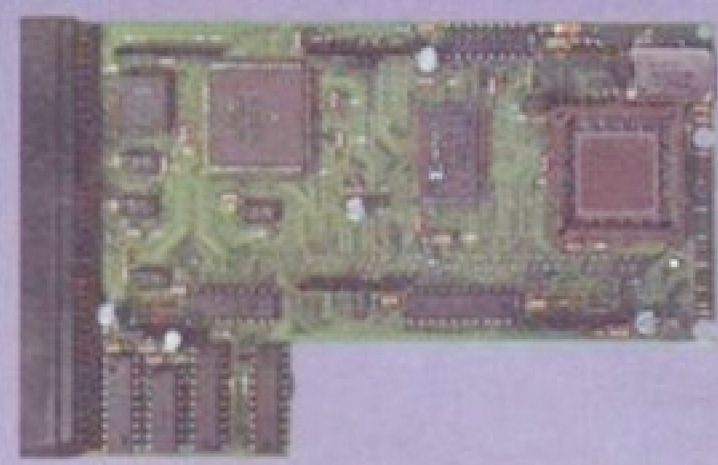
68040RC 25MHZ
£399.99

FALCON



STARTING FROM
£119.95

VIPER



CO-PROCESSOR

FPU's complete with crystal. Please state for Blizzard compatibility.

20MHZ FPU PLCC **£20.95**
33MHZ FPU PLCC **£39.95**
40MHZ FPU PLCC **£60.95**
50MHZ FPU PGA **£89.95**
VIPER MK1 SCSI-ADAPTOR .. **£79.95**

PC1208

A1200 8MB RAM card which uses 1 x 32 SIMMs and is PCMCIA friendly.

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PC1208 1MB **£85.95**
PC1208 2MB **£119.95**
PC1208 4MB **£145.95**
PC1208 8MB **£249.95**

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POWER.

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Simply plugs onto the back of the Amiga and does not invalidate the warranty.
Compatible with ALL Amigas

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(plus £1.00 postage and packing)

MEMORY EXPANSIONS

A1200 trapdoor fitting memory expansions feature a battery backed clock and a socket for an accelerator FPU.



2mb £99.99
4mb NOW ONLY £114.99
8mb NOW ONLY £174.99
£34.99 for 33MHZ FPU
A600 1MV MEMORY EXPANSION £29.99

A500 & A500+ HARD DRIVES



These hard drives simply push onto the side of the A500 or A500+ and will give your computer all the benefits that hard drives offer. The drives are supplied formatted, partitioned and have Workbench installed for immediate use.
Full instructions and software supplied.
The hard drive also has the facility to add 2, 4, 6 or 8mb of RAM inside it.

A500/+ 170mb HARD DRIVE £189.99
A500/+ 250mb HARD DRIVE £209.99
A500/+ 340mb HARD DRIVE £249.99
Additional RAM for the hard drive £89.99 per 2mb

DATAFLYER SCSI+

Now includes CD ROM drivers and instructions.

The Dataflyer is a 16 bit SCSI II controller card that converts the signals on the internal IDE interface to also run SCSI devices at the same time as the IDE hard drive.



The Dataflyer SCSI+ will operate upto 5 SCSI devices such as CD-ROMS, hard drives, SyQuest removable drives, tape back up drives etc.
Unlike other SCSI interfaces, the Dataflyer SCSI+ is compatible with all known accelerators etc and it does not stop you from utilising any of the important expansion ports on your A1200/A600.
The Dataflyer SCSI+ easily installs into the A1200/A600 (simply pushes in, no need to remove the metal shield) and provides a 25 way D connector through the blanking plate at the back of the A1200.
Full instructions and software supplied.

DATAFLYER SCSI+ ONLY £79.99
SQUIRREL SCSI INTERFACE ALSO AVAILABLE £59.99
PCMCIA fitting SCSI interface

DISCOLOGY



Discology is the ultimate in disk copying power for the Amiga. The package comprises the Discology Disk, manual and Discology cartridge for making copies of heavily protected programs with an external disk drive. Discology will also format disks, check disks for errors etc.
ASE PHONE FOR A FULL INFORMATION SHEET

AMAZING SPECIAL OFFER

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NEW FOR 1996

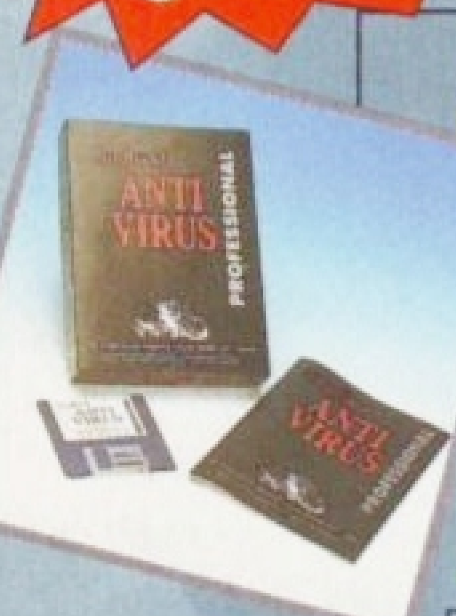
EZ DRIVES



Incredibly fast (upto 4x faster than a ZIP drive) SCSI drive will store a massive 135mb per cartridge. Comes complete with power supply, SCSI cable, instructions and cartridge.
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135mb EZ cartridge £15.99

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NEW FOR 1996

DATA FLYER 4000SX

A4000 SCSI controller expansion card that allows up to 7 SCSI devices to be connected to the A4000. Includes full user manual and installation software including CD-ROM drivers. Includes connecting cable for internal SCSI devices and rear mounting bracket with a 25way connector for external devices.

DATAFLYER 4000SX ONLY £59.99

SIMMS AND FPUS



72 pin simms suitable for Apollo accelerators, A4000, A1200 memory expansions etc.

2mb £54.99
4mb £79.99
8mb £159.99

33MHz 68882 FPU (plcc) £39.99
All FPU's are supplied with crystal oscillators

NEW FOR 1996

ASIM CDFS 3.5

This superb package is a must for any CD-ROM user. Includes CD32 & CDTV emulation, audio CD player software including librarian features, Direct reading of 16bit audio samples, full support for Kodak and Corel PhotoCD Discs. Includes the 'FISHMARKET' CD-ROM disk packed with public domain Fred Fish disks and a huge 115 page information packed spiral bound manual.

ASIM CDFS ONLY £49.99

SPEEDCOM MODEMS

Our highly rated, top quality feature packed modems are ideal for Amiga users. All modems include our **FREE MODEM ACCESORIES PACK (worth £19.99)** which includes a cable to connect the modem to the Amiga, NCOMM comms software, Amiga Guide to Comms and a list of Bulletin Boards from which you will be able to download vast amounts of free software as well as have access to E-MAIL facilities.



- MNP 2-4 Error Correction
- MNP 5 Data Compression
- Fax Class I and II compatible, Group 3
- Hayes Compatible
- Full 80 page manual
- 12 Months guarantee

NEW LOWER PRICES

SPEEDCOM+B (14,400 V32bis) £79.99
SPEEDCOM+BF (28,800 V34) £159.99

2.5" HARD DRIVES

Our high speed 2.5" IDE hard drives for the Amiga A1200 & A600 computers come complete with fitting cable, screws, partitioning software, full instructions and 12 months guarantee. All drives supplied by us are formatted, partitioned and have Workbench (WB2 for the A600 and WB3 for the A1200) installed for immediate use. Fitting is incredibly simple; if you can plug the mouse into the mouse socket, you can plug the hard drive into the hard drive socket.

PLEASE PHONE FIRST!



FREE 'HOW TO FIT YOUR HARDDRIVE' video and Stakker disk to increase the drive's capacity with every hard drive ordered

FREE WHILE-YOU-WAIT FITTING SERVICE FOR PERSONAL CALLERS

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170mb £119.99
250mb £134.99
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540mb £214.99

SCSI CD ROM DRIVES

MEDIAVISION 'RENO'

Double speed CD ROM DRIVE complete with power supply, SCSI cables, docking station and full instructions. Also includes stereo headphones and carrying case for use as personal CD player.



RENO CD
WITH SQUIRREL £164.99
WITH DATAFLYER £174.99

NEW LOWER PRICES

QUAD SPEED CD ROM DRIVE

Amazing value quad speed external SCSI CD ROM drive in a top quality enclosure.

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Ultra low profile 3.5" drives for A1200. Come complete with cables etc (as per our 2.5" drives). Simple to fit, you do not need to cut the case of the A1200. Similar power consumption to 2.5" drives.

540mb £174.99
850mb £194.99

APOLLO A1200 ACCELERATORS

APOLLO 1220

Amazing power for such a low price. This superb accelerator uses a 68020 running at 28Hz and comes complete with a 68882 FPU to enable your A1200 to run at 5 MIPS (million instructions per second)! Uses standard 72 pin SIMMS and includes a battery backed clock. Simple trapdoor fitting.



LOWEST PRICE EVER

APOLLO 1220 ONLY £99.99
APOLLO 1220 +4mb £179.99

APOLLO 1232/50

An incredibly powerful trapdoor fitting accelerator based around a 68030 complete with MMU, 2 SIMM sockets (72 PIN SIMMS), socket for a floating point unit and battery backed clock. Runs at just under 9.5 MIPS (million instructions per second!)

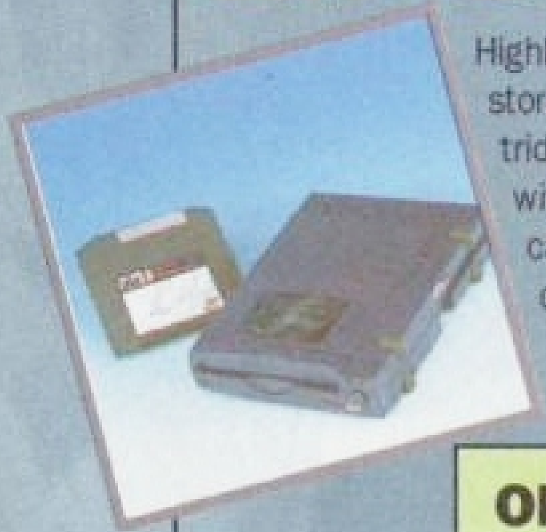


APOLLO 1232/50 £199.99
4mb SIMM £79.99
8mb SIMM £159.99
68882 FPU £69.99

APOLLO 1240 PHONE FOR PRICE

ZIP DRIVES

Highly rated SCSI drive will store 100mb per cartridge. Comes Complete with power supply, SCSI cable, instructions and cartridge.



ONLY £189.99 or £229.99 with a Squirrel or Dataflyer

100mb ZIP cartridge £15.99

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DIRECTIONS:

From the M62 Junction 17 head towards Bury. We are 50 yards on the right hand side after the third set of lights. The door to our premises is next to the florists opposite the Masons Pub.

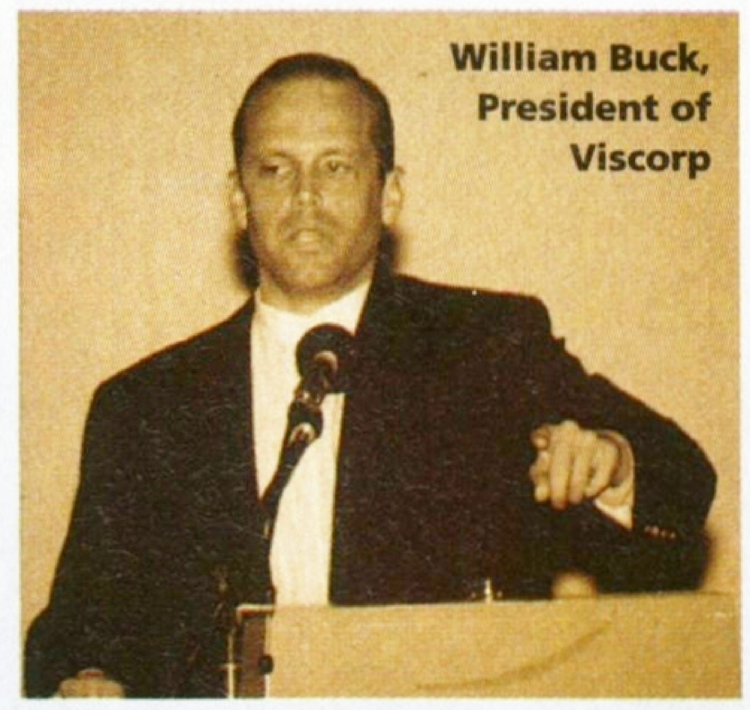
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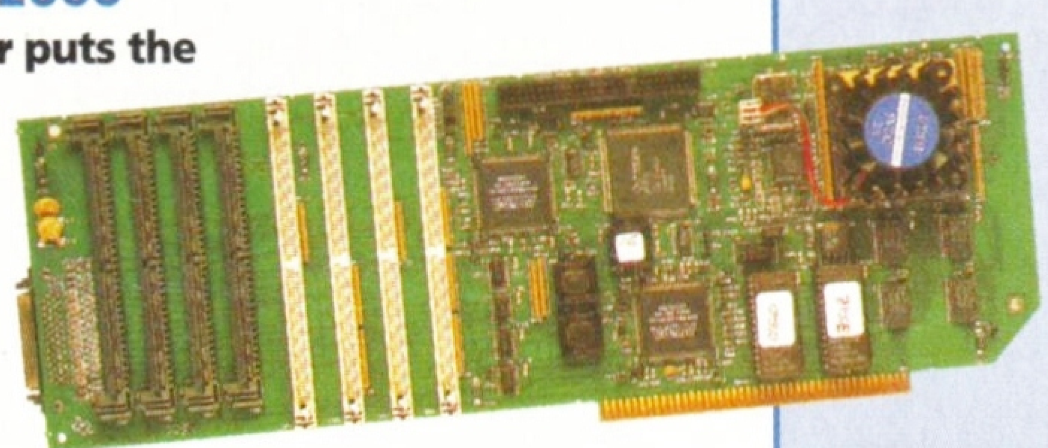
ISSUE 85 JUNE 1996

NEWS




William Buck, President of Viscorp

SERIOUS







CREATIVE



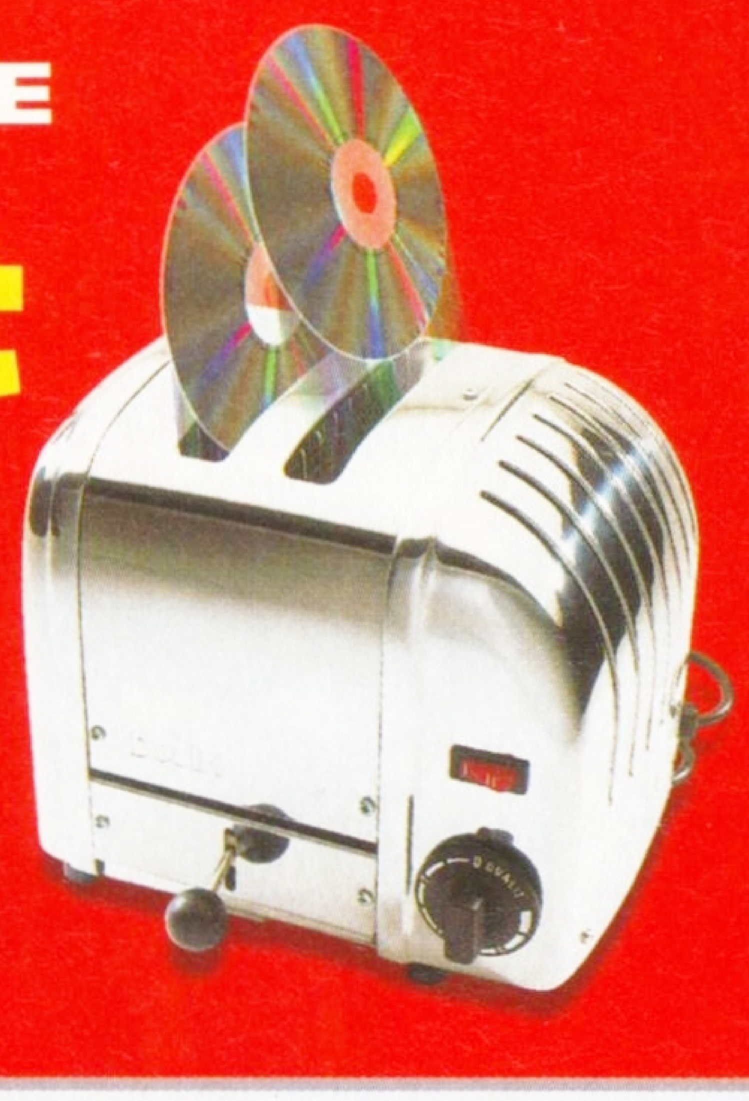


REGULARS



AF COVER FEATURE

Burn it



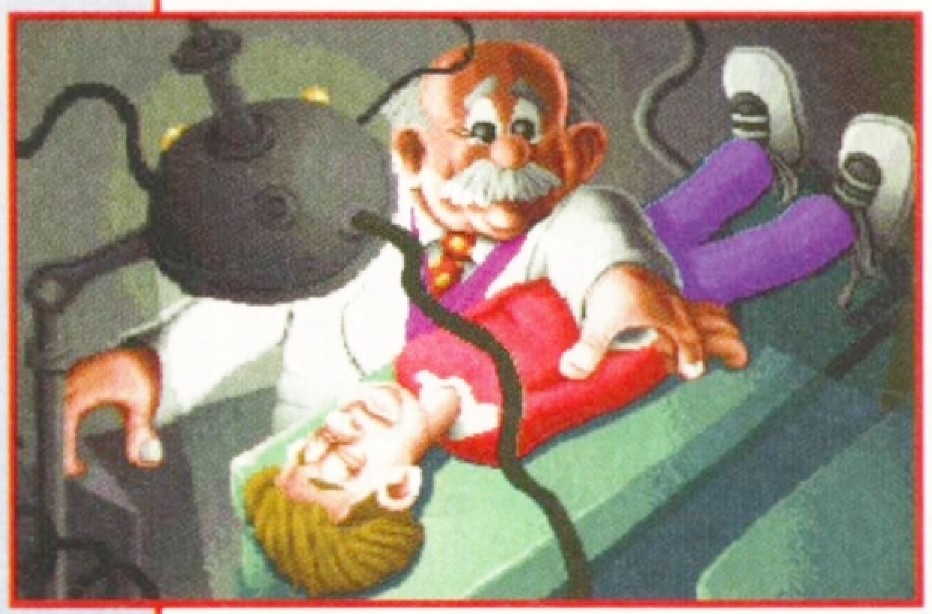
Learn how to burn your very own CD full of your favourite PD games, utilities and animations. **Nick Veitch** has the know how.

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AF FEATURE



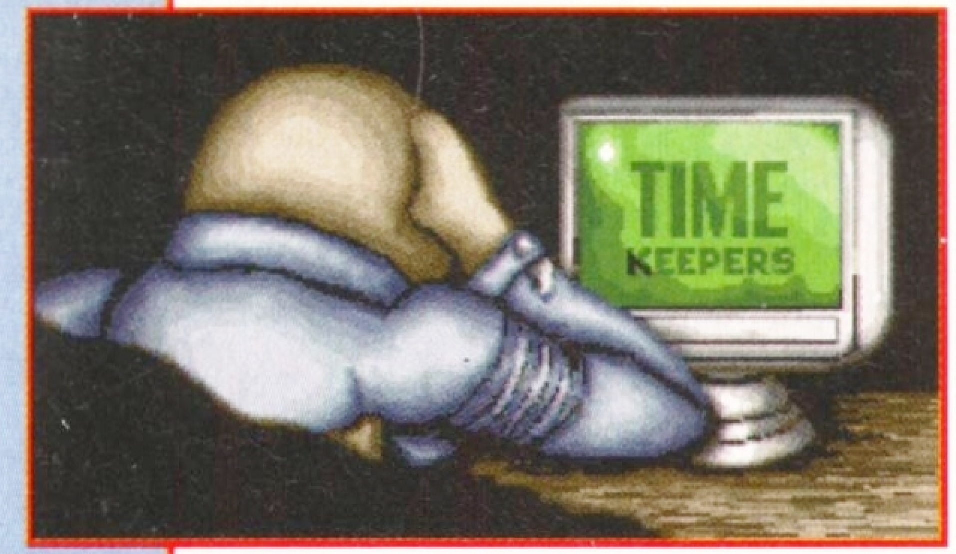
AF SCREENPLAY



Legends: Only the professor and his assistant can save the world.



XP8: Beautifully rendered craft and impressive explosions.



Timekeepers: Platoons of aliens in green pants are in your control!

Coverdisks

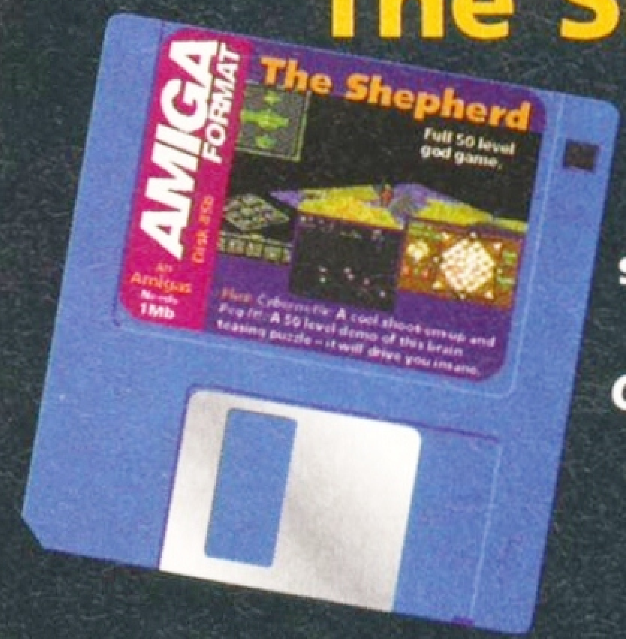
disk A Nucleus



Personalise your own disks, create full button interfaces and much more

p108

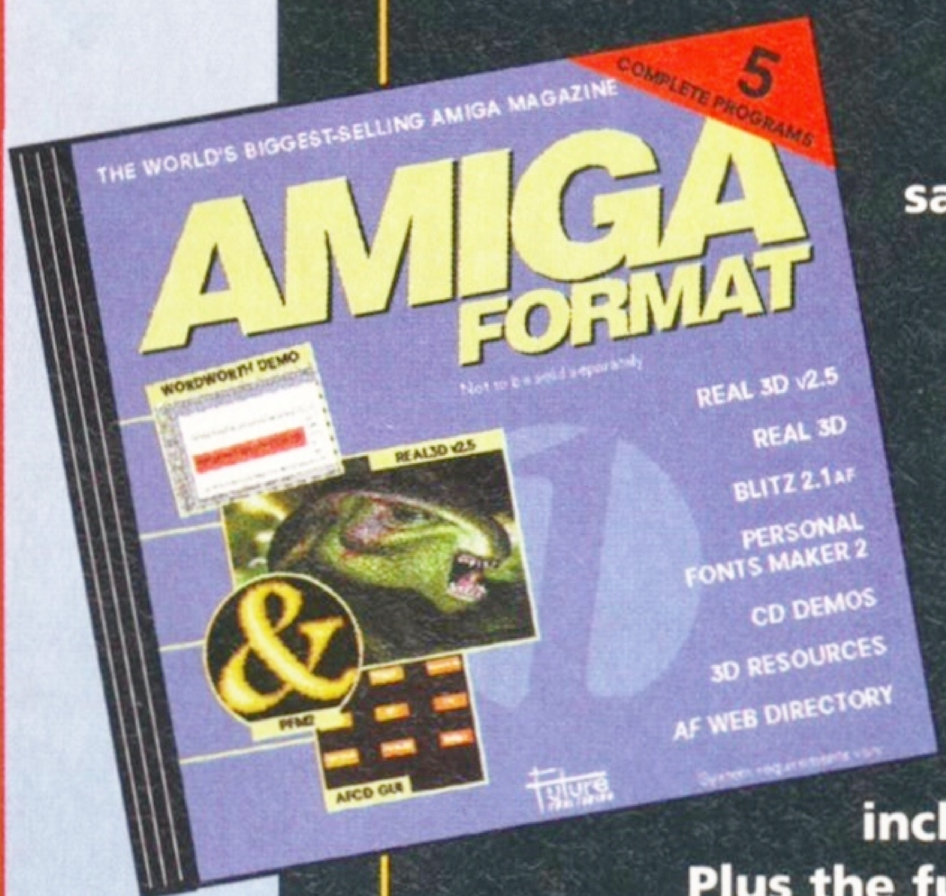
disk B The Shepherd



It's *Populus* with sheep! 50 levels of shepherding plus *Cybernetix* and the highly addictive *Peg It*

p106

CD-ROM



It's packed with sound files and samples, there are 3D objects and textures, demos of the latest and best CDs around and if you haven't already visited it, the entire *AF* web site is also included on this CD. Plus the full version of the excellent modelling program *Real 3D* v2.5

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Coverdisk Instructions

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JUNE 1996

EDITORIAL
EDITOR Nick Veitch
PRODUCTION EDITOR Andrea Ball
TECHNICAL EDITOR Graeme Sandiford

DESIGN
ART EDITOR Julie Stuckes
ART ASSISTANTS Linda Benson, Maria Wilson
PHOTOGRAPHY Rob Scott

PUBLISHING
PUBLISHER Simon Stansfield
ASSISTANT PUBLISHER Alison Morton
MANAGING DIRECTOR Greg Ingham
CIRCULATION ASSISTANT Kate Elston

CONTRIBUTORS
John Kennedy, Darren Irvine, Dale Bradford, David Taylor, Simon Carless, Steve Bradley, Andy Smith, Simon Goodwin, Kerstin Martens

ADVERTISING
ADVERTISING MANAGER Diane Clarke
SALES EXECUTIVE Helen Watkins

PRODUCTION
GROUP PROD. MANAGER Judith Green
PRODUCTION CO-ORDINATOR Zoe Rogers
PROD CONTROLLER Claire Thomas
PRINT SERVICES MANAGER
Mark Constance
AD DESIGN Lisa Withey
ADMIN ASSISTANT Cathy Rowland
COLOUR SCANNING & IMAGESETTING
Jon Moore, Chris Stocker, Mark Gover, Simon Windsor, Jason Titley, Oliver Gibbs
COLOUR ORIGINATORS Phoenix Repro
PRINTED IN THE UK BY St Ives PLC

NEWSTRADE DISTRIBUTION
Future Publishing 01225 442244

OVERSEAS LICENSES
Mark Williams 0171 331 3920

AMIGA FORMAT
30 Monmouth St, Bath, Avon BA1 2BW
Telephone 01225 442244
Facsimile 01225 318740
E-MAIL ADDRESS
amformat@futurenet.co.uk
(INCLUDE DEPARTMENT IN SUBJECT TEXT)
WWW Site: http://www.futurenet.co.uk/computing/amigaformat.html

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Month In View

In a surprise deal, Amiga Technologies has been sold to Viscorp. Have we really seen it all before...

Stop me if I am getting confused, but I seem to have a tremendous sense of deja vu. Wasn't it last April that the Amiga was sold off to some people we'd never heard of. Didn't they promise us everything would be wonderful and then spectacularly fail to do anything useful at all?

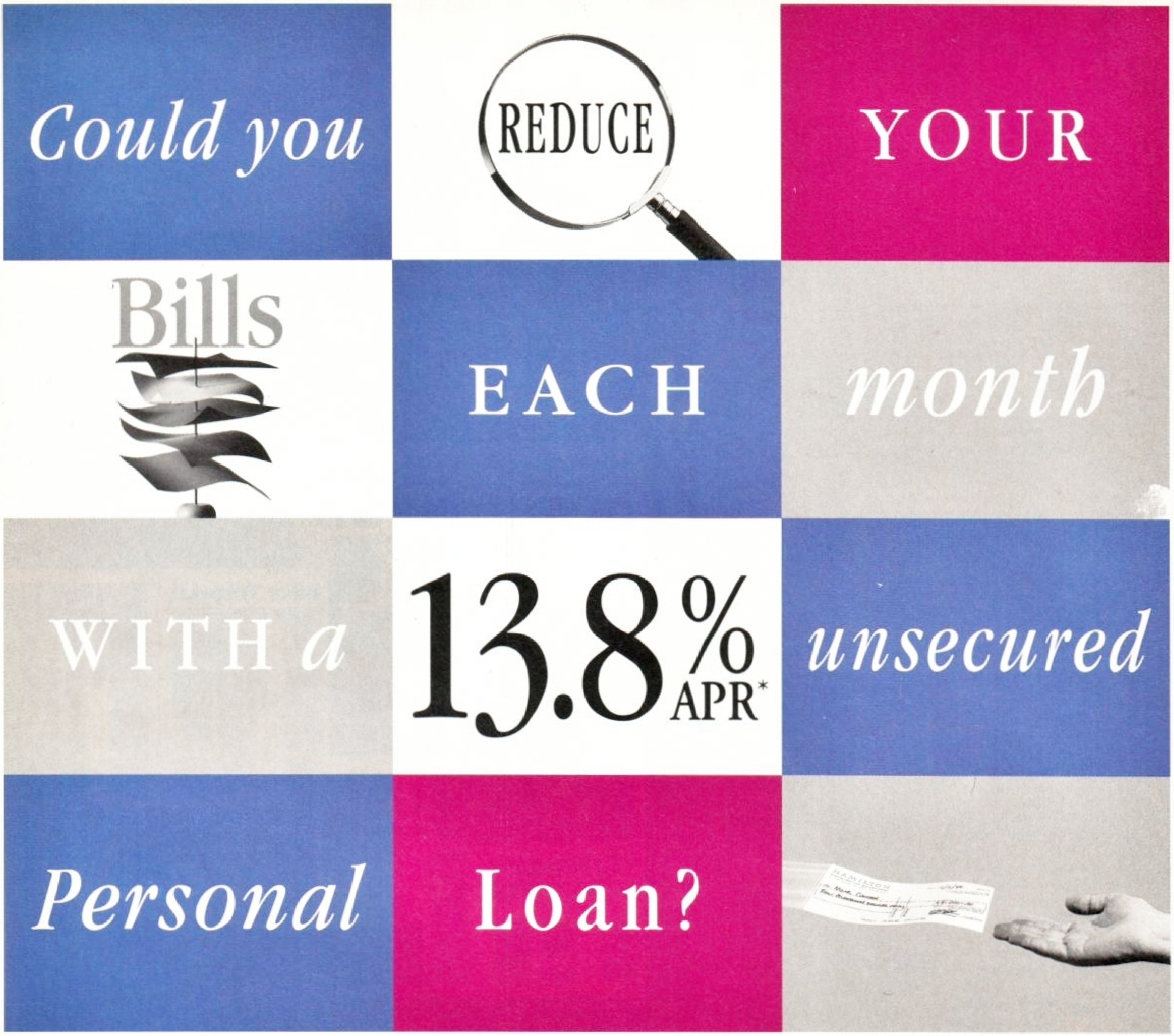
But maybe it doesn't have to be that way. Personally, I feel more confident in a future for the Amiga with Viscorp than I ever did with Escom. Why?

For a start, Viscorp rely on the Amiga and its chipset for their existing and planned products. The Amiga is at the heart of their business, not a minor distraction on the periphery of consideration. You never know, they may even have some novel ideas about how to sell them, as Escom's great marketing strategy doesn't seem to have been a resounding success.

Secondly, there are people at Viscorp who know the Amiga inside out, people who care about it. With Viscorp hanging on to the key staff at AT, this can only be a good thing. Obviously, there is lots to do, but maybe, just maybe, this is a real second chance.



Nick Veitch, Editor



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[1]The Royal Bank of Scotland plc.	£142.65	£6,847.20	17.6%	£398.88
[1]Marks & Spencer Financial Services Ltd.	£138.76	£6,660.48	15.9%	£212.16

‡Rates are correct as at 15/04/96.[1]The rates quoted are for new customers. Existing customers may be eligible for a different rate.

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VISCORP USA AND ESCOM AG ANNOUNCE LETTER OF UNDERSTANDING FOR ACQUISITION OF AMIGA TECHNOLOGIES BY VISCORP

Heppenheim, Germany and Chicago, IL, April 12, 1996 — ESCOM AG, a German computer manufacturer and reseller and Visual Information Services Corp. (Nasdaq: VICP, Bulletin Board), a developer of interactive TV (ITV) set-top-boxes to enhance television use and viewing by providing Internet access and electronic communications function, today jointly announced that a binding letter of understanding has been signed between the companies.

The letter states that Chicago-based VIScorp would acquire Amiga Technologies, including the intellectual properties of the former Commodore Business Machines, excepted Commodore trademarks. The transaction value is approximately US $40 million. Terms were not disclosed, and the pending acquisition would be subject to approval by both companies' boards of directors.

"This intended acquisition is part of VIScorp's strategy to build market leadership in the fast-growing field of ITV", said William Buck, Chief Executive Officer. "As a result, we would own Amiga intellectual properties, including several that are currently used in our set top-box, Electronic Device (ED). We would also have control over the supplied chip sets used in ED as well as Amiga inventories and access to the company's current sales and distribution channels."

Commenting the proposed acquisition, Helmut Jost, chief executive of ESCOM AG, said: "VIScorp has a clear vision of the Amiga technology potential for ITV applications. We are eager to support and work together over the term of the letter of understanding to ensure a smooth transition between the two companies. VIScorp anticipates the support of ongoing European sales of popular models such as the A4000T and the A1200 as well as the current developments and future releases of Amiga Technologies."

Petro Tyschtschenko, president of Amiga Technologies stated "I am looking forward to being able to take advantage of the research and development support potential that an Amiga-related company like VIScorp can provide."

Commenting that the primary objective of the proposed acquisition is to give VIScorp full access to the Amiga technology to support development of its ITV device, Mr. Buck noted: "Our intention is to rapidly develop and begin manufacturing TV set-top interactive boxes – products that give home users capabilities such as telephone reception and dial up capabilities, facsimile, video games, pay-per-view options, electronic mail, and access to on-line services, including the Internet."

Reproduced here, the full text of the press release which announced the impending deal to the world.

AMIGA FORMAT news

New owners - new future for Amiga?

Escom to sell Amiga Technologies to American based interactive TV developers, Viscorp.



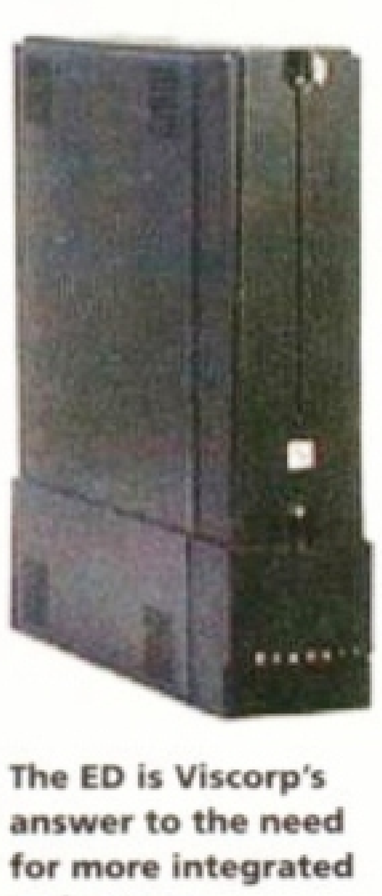
William Buck, CEO of Viscorp, the new owners of Amiga Technologies.



Two days after the press release, Petro Tsychtschenko delivers an address at the World of Amiga Show.



- Amiga Technologies to be sold to Viscorp
- Deal should be finalised by end of May
- AT expect no staff changes
- Viscorp currently license Amiga chipset for use in set-top box
- Development and distribution of Amiga to continue



The ED is Viscorp's answer to the need for more integrated web access.

The Amiga community was rocked by a surprise announcement on April 12. A press statement from Amiga Technologies, announced that Escom had signed a letter of intent to sell Amiga Technologies to American interactive TV pioneers, Viscorp. Although by no means signed and sealed, the deal is expected to go through without any hitches, and Amiga Technologies are hoping to announce completion at a press conference later in May.

The future of Amiga Technologies came into question after Escom, who purchased the assets of Commodore just over a year ago, posted horrific financial losses (see *AF*84) and the subsequent boardroom antics deposed chairman Manfred Schmit.

Amiga Format understand that senior figures from Amiga Technologies began having earnest discussions with Viscorp in February, shortly after the announcement that Viscorp would license Amiga chipsets for their interactive TV device (see *AF*82, p.12).

Continued overleaf ➡



Bill Buck and Petro explain the news to gathered developers and the press

Details of the actual negotiations and the final sum paid for the Amiga will be cloaked in secrecy until the period of due diligence is over and the sale goes through. But the statement does hint at a value of $40 million – considerably more than the $12 million the company originally cost. "People have said to me 'Boy, you must really like the Amiga'" said Bill Buck, Chief Executive Officer (CEO) of Viscorp. "But the costs of re-starting the Amiga far exceeded those of actually purchasing the company – we have a lot to thank Amiga Technologies for."

MORE INVESTMENT

Major Amiga figures gathered for a hurried press conference at the World of Amiga Show in Hammersmith shortly after the announcement was made. Amiga Technology's Petro Tyschtschenko spoke for just over five minutes, and explained that considering Escom's financial troubles, and the need for more investment for marketing and research into Amiga Technologies, it made sense to look for support elsewhere:

"The fact is that Escom currently does not have the financial resources needed to support the still ongoing costs of our operation, especially advertising, research and development.

"To continue a successful Amiga business a solution to this situation has to be found. I checked a lot of possibilities, I looked into a lot of alternatives. Ladies and gentlemen, I personally think that Viscorp is one of the best solutions. It is a very interesting opportunity for our future."

He then introduced William Buck, CEO of Viscorp, who began to explain a little about the Chicago based company, and their current development plans. Charismatic and exuberant, Mr. Buck was frank about his company not having many firm and immutable plans for the Amiga platform:

"We have to sit right down and work our strategy out," he said. "You tell us what you'd want us to do".

After the conference, Mr Buck told *Amiga Format*: "I'm really buzzing, I think all this is really great and I think it's good that so many people here care as much about the Amiga, as we do."

Petro Tsychtschenko: "It is a very interesting opportunity for our future"





Viscorp and interested parties mingle after the WOA press conference.

BRIGHTER FUTURE

Viscorp's main reason for acquiring Amiga Technologies must surely be the safeguarding of the technology vital to their ED project. But with that technology secure, would Viscorp really have the need to continue to support and develop the Amiga as a home computer? Carl Sassanrath, Viscorp's director of software stated: "I have been telling people not to worry. We are all Amiga lovers here. Unlike Escom or even Commodore, Viscorp does not have a single IBM PC person in the development group. We are all solid Amigans from the very beginning. Personally speaking, I don't plan on killing the Amiga. In fact, I'm hoping to build one killer Amiga!"

A subsequent press conference has now been postponed until the end of May, when hopefully the deal will be completed. Viscorp are expected to reveal more about their marketing strategy and development plans at this time.

Amiga Format will be bringing you coverage from that event, and you can also get full updates on our web site at: http://www.futurenet.co.uk/computing/amigaformat.html

BUT WHO THE HELL ARE VISCORP?

Founded in 1990 by inventor Roger Remillard, the Chicago based company was set up to take advantage of technology developments relating to the communications and media industries.

According to their "mission statement", Viscorp are committed to "providing easy to use and affordable technologies and services, that permit the average television viewer to take advantage of the Internet, World Wide Web, on-line services and interactive television. The company is persuing a product development strategy to take advantage of current networked interactivity, by introducing a series of affordable products and services, that connect the standard TV set and the telephone so that networked interactivity can become a truly mass-market phenomenon."

In persuit of this they have already raised large sums of investment capital, claimed several patents in the interactive TV field, and of course, licensed the use of the Amiga chipset prior to buying Amiga Technologies.

The main focus of the company is the Electronic Device (ED), an iTV set-top box which will integrate most of the web functions of a home computer with existing home entertainment and communications technology. The first EDs are due for release towards the end of '96, and Viscorp hope to add several more ED type peripherals to the range.

Interestingly, the relatively small team at Viscorp contains a rather disproportionate number of ex-Commodore Amiga personnel. The big movers and shakers at Viscorp are:

WILLIAM BUCK

Chief Executive Officer of Viscorp since 1994, "Bill" Buck has an extensive history in financial circles, first getting involved in interactive television in 1990.

A military background (West Point graduate, ten years active service) may account for the John Glen similarities.

ROGER REMILLARD

Founder of Viscorp, Mr Remillard holds several patents in the field of interactive TV, which he has now assigned to Viscorp. Prior to founding the company, he worked extensively in the communications industry.

CURTIS GANGI

A business graduate and former member of the Chicago Board of Trade, Mr Gangi may be remembered by some Amiga fans as a director of Cinemaware, who produced Defender of the Crown. He was also part of the launch team for Commodore's CDTV. He now serves as Viscorp's Chief Operating Officer.

DON GILBREATH

Now serving as Viscorp's Vice President of Engineering, Mr Gilbreath was an employee of Commodore from 1980-1991, and also played a major role in the design and development of the CDTV.

CARL SASSENRATH

Perhaps best known for his work on the Amiga's operating system when he was Manager of Operating Systems for Commodore, Carl also created Amiga Logo and was heavily involved in the development of the CDTV, for which he created the CDXL motion video format. His past also takes in work for Apple and Hewlett Packard.

JIM GOODNOW II

Now a senior software engineer for Viscorp, Mr Goodnow may be best known to our readers for his work with the Aztec C development system on the Amiga.

April showers

Are ancient, seasonal forces toying with the history of the Amiga? In recent years, it certainly seems like it. Examine these rather interesting news highlights and make up your own mind:

APRIL 1993:

The industry is a little surprised to find that Kelly Sumner is resigning as MD of Commodore UK to set up UK offices for Gametek. Everybody's favourite, David Pleasance assumes joint control of the company, aided by Colin Proudfoot.


NEWS brief
Sumner resigns
Ocean born rubber
Jakki and Indi launch campaign
A plenitude of PD

Three years ago, Kelly Sumner resigned from the top job at CBM UK.

29TH APRIL 1994:

Cor blimey! Commodore goes into voluntary liquidation. Poor sales in a tough market resulted in a huge loss for '93 ($357 million) and with no prospect of an immediate reversal of this trend, the management take the sensible option – protection from creditors while they seek investors. Colin Proudfoot is optimistic: "The brand is too strong to die: we're confident that Commodore and the Amiga will come out of this a better, stronger company". Rather prophetically, the caption to our illustration of a disintegrating logo reads: "Could this be the last we'll ever see of the familiar Commodore logo - or will it live on under the auspices of another owner?" – we scare ourselves sometimes.

19TH APRIL 1995:

After a year of so much speculation, nervous waiting and what at times seemed like forlorn hope, the assets of Commodore are finally unraveled and Escom are the surprise winners of the auction for the Amiga and all Commodore's trademarks and patents. Previously only interested in the logo, Escom's Bernard Van Tienen tried to reassure the Amiga community that their favourite computer was safe: "We didn't buy Commodore just to have it, we bought it to develop the technology further and sell computers."

12TH APRIL 1996:

Shortly after posting huge losses and booting out their Chairman, Escom announce their intention to sell Amiga Technologies. After a year of neglect by Escom, who failed to put significant resources into marketing the product, or even attempt to sell it with any real spirit in their shops, will the Amiga story finally have a happy ending?


Commodore: the final hours
AMIGA FORMAT news
Escom triumph in buy-out drama
The World awarding to Escom

Our award winning news coverage of Escom's successful bid for the Amiga.


NEWS
COMMODORE up for sale

The situation looked grim two years ago as the company went into liquidation.

CALLING DEVELOPERS AROUND THE WORLD

Viscorp are keen to strengthen the bonds between them and the Amiga development community. That at least was the message they were trying to get across at the end of April, when their CEO, William Buck, issued this statement:

"Recently, a number of Amiga-developers have contacted Viscorp to make proposals about the future of Amiga. Viscorp is ready to listen to all suggestions coming from the Amiga developer community.

In France, an Amiga developer asked if Viscorp would like him to officially represent the company to the french developer community in order to centralize their ides and proposals.

We believe this is an excellent idea and would like to extend this system to all countries where Amiga developers are active, so that there are official Viscorp representatives in each country who can centralize ideas and proposals".

If you would like to represent Viscorp in your country, feel free to contact David Rosen (drosen@vistv.com) VP, Business Development or Raquel Velasco (raquel@vistv.com) Director of Sales and Marketing Europe at: raquel@vistv.com.

WOA What a Show!

Amiga enthusiasts arriving at the opening of the recent World of Amiga Show in Hammersmith's Novotel were stunned by huge queues as thousands tried to gain entrance to the exhibition hall.

At one point admittance was suspended due to overcrowding, as the event-starved Amiga fans packed into the venue.

Top attractions inside the venue (apart from the *AF* stand, which we are too modest to mention) included Amiga Technologie's stand, where the prototype new Amiga was on display, and HiSoft's stand, where a variety of net software and hardware were being demonstrated to an appreciative audience.



The *AF* stand during a quiet period – after we had sold out of the latest issue.

Other highlights included a look at *Directory Opus 5.5*, the Iomega *Zip* drive, the Micronics tower system and David Pleasance, who was promoting his Amiga-tribute album, "Everybody's Girlfriend".

Of course, an extra buzz went through the crowd when they learnt that Amiga Technologies was in the process of being sold, and that the new owners were looking around the show.

All in all, the event was far more successful than anyone had suspected, which can only bode well for another UK World of Amiga Show, perhaps even later this year.

NEW PRESIDENT FOR COMPUSERVE

Steven P Stanbrook has been made the new president of Compuserve. A British national, Stanbrook will provide direction and general management of all international offices. This newly created position will also involve affiliating relationships worldwide. Stanbrook previously worked as president of the Sara Lee Corporation.

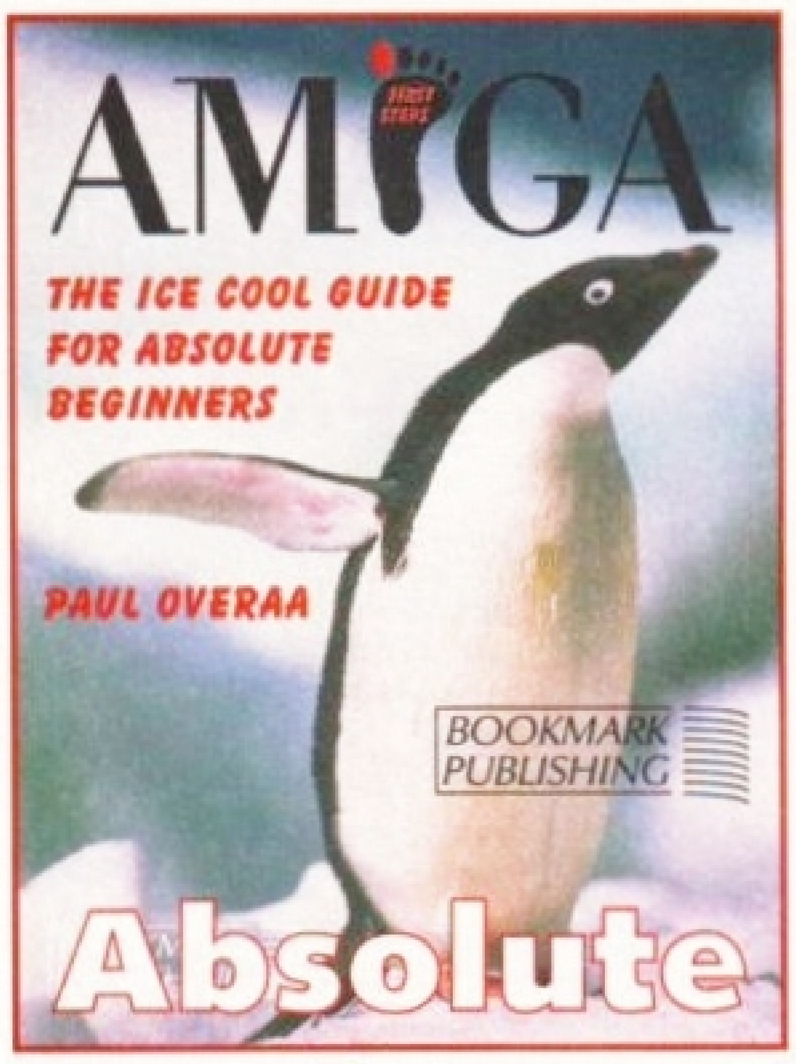
ARTWORKS STUDIO SERVICES

Artworks, producers of completed artwork, are extending their services. Readers will now be able to take advantage of the service, previously only available to printing and publishing companies. In-house artists will either produce the images themselves or create a computer image from a supplied design. Prices start at £20. For more information contact Artworks, 3 Pond Side, Wootton, Ulceby, South Humberside DN39 6SF or telephone 01469 588138.

HAYES PAYS CREDITORS

Hayes Microcomputer have paid all their creditors in full plus interest. The news announced in London in April means that Hayes, best known as the inventor of the modem, has now emerged from Chapter 11 of its court-approved Plan of Reorganisation.

Hayes originally filed for Chapter 11 protection in November and have since fought off two acquisition attempts from competitors Diamond Multimedia and US Robotics.



Absolute Beginners

If you find computer manuals just a little too complicated or you don't understand the jargon in instruction books then Bookmark Publishing may have the answer. *First Steps Amiga* by Paul Overaa is a guide for absolute beginners. It's been written and designed with the complete newcomer in mind and assumes that the readers have no previous experience of the Amiga or of any other computer.

Using clear, everyday terms the book guides you through using the Amiga's Workbench, understanding it's windows, how to care for your disks and what Shell commands are.

Designed by Jeff Walker, *First Steps* should provide a secure foundation to build upon.

The book costs £6.99 and can be obtained from Bookmark Publishing Tel: 01525 713671

ECTS SPRING '96



Organisers of ECTS Spring '96 say the show was their most successful to date. Nearly 10,000 people visited the three day show organised by Blenheim and held at the Grand Hall, Olympia in London.

This was a 16% increase on the number of visitors to the ECTS Spring '95 show and there was an impressive 22% rise in visitors travelling from overseas.

The strength of the show should mean that ECTS Autumn '96 will be bigger, covering over two halls of exhibits. And the organisers also plan to combine the two shows in 1997. This will mean holding one big show in Autumn, rather than two smaller ones. The decision was reached after lengthy market research and consultation with the industry.

ECTS Autumn 1996 will take place at the Grand Hall, Olympia, Hammersmith Road, London from 8-10 September.

Delta Quadrant '96


DELTA QUADRANT
10TH - 11TH AUGUST 1996
BRITANNIA HOTEL, BIRMINGHAM
DENISE CROSBY
(Tasha Yar & Commander Sela)
Confirmed As Guest Of Honour

All of you trekkies out there are invited to celebrate Star Trek's 30th Anniversary at Delta Quadrant '96. The event will take place from August 10-11 at the Brittania Hotel in Birmingham and Denise Crosby alias Tasha Yar & Commander Sela will be making a guest appearance. Weekend events will include guest talks, videos, a charity auction and of course, a dealers room. Tim Gaskill of the Official Star Trek Fan Club will also be making an appearance. Tickets must be ordered in advance and cost £25 for 6-14 year olds and £35 for adults. For more information call Simon on 0860 948296 or email: **splimbe@custard.co.uk**. Delta Quadrant is held in aid of the Terence Higgins Trust.

N.E.T.c.o.r.n.e.r..

AMIGA-ONLY INTERNET PROVIDER

The first Amiga-only Internet access provider is now up and running. Wirenet has been set up to provide access and support solely for Amiga users. It will provide up to date and fully supported software including a news and mail package, an intuition controlled ftp program and the latest World Wide Web browser. These will all be controlled from a central control window.

Access is provided via U-Net, a recognised top service provider. Installation should be easy but if there are any problems telephone support is provided and further help is available by email.

The service will cost £115 for an annual subscription or £14 for a one time connection. Monthly subscriptions may be available later. For more information telephone Neil Bothwick at Wirenet Amiga Internet on 01925 791716, email info@wirenet.u-net.com or visit the Wirenet web site at: **http://www.u-net.com/~wirenet/index.html**

FOOTBALL CRAZY

Euro '96 fever has spread to the Internet with the creation of a special web page. The Fans' Forum Internet site will provide information and entertainment for the fans and will enable them to communicate with each other - whatever country they support.

The site has been developed by ISL Worldwide and will also contain a range of competitions including a Trivia Quiz page, a Dream League and a Spot the Ball Competition.

ISL's managing director, Stephen Dixon, believes the Internet is an ideal vehicle for transferring the information. "The World Wide Web is a fast-growing medium for communication and information so we have created a facility called web-chat to allow fans from around the world to talk to each other about Euro '96." The site can be found at:: **http://www.euro96.com**



Wear the kit, watch the programme, play the game and now log on to the web page.

CASTING A WIDER NET

Latest figures show that the home Internet market is set to treble over the next few months. A recent survey asked more than a million people whether they already had an Internet/online subscription at home and whether they were considering one. Around 2% of the population said they were already connected and a staggering 7% said they were planning to go online in the near future. This means that up to 10% of households, that's around 2 million homes, will have an Internet connection in the near future, offering enormous potential sales to retailers of personal computers.

LINKING AN ONLINE SERVICE AND THE INTERNET

Compuserve, Time Warner and Open Market have embarked on a

Photogenics 2 on CD-ROM



Photogenics 2 is due to be launched on CD-ROM in the first week of May.

The new version of this award-winning graphics package from Almathera, contains a range of new features and should retail at £99.95.

Almathera believe that the new attributes have improved the programme while retaining the power and simplicity of the original *Photogenics* package.

ARexx scripting will allow users to create macro scripts that can automate conversion, build animations or interface with other Amiga software. The scripts will also allow users to link *Photogenics 2* directly to *Lightwave 3D*.

Standard IFF anim files can be loaded in and saved and a new effects system introduces many new techniques including Radial Blur, Warp, Histogram and 3D Rotate. A powerful 32-bit Fractal generator will allow users to add unique textures to their images. Other new features include Virtual Buffers which prevent loss of speed when working with images larger than the memory and if you experience any problems with the new features there is Hypertext On-line Help with tutorials to guide you through.

For more information on *Photogenics 2* contact Almathera on 0181 687 0040 or email: **almathera@cix.compulink.co.uk**.

collaboration designed to combine material produced exclusively for the Web with technology to make it more accessible. Time Warner's Pathfinder Personal Edition will be bundled with OMExpress from Open Market and Compuserve subscribers will receive the package for free. Pathfinder is a combination of material produced exclusively for the Web and technology designed to make it accessible. It includes a personalised news and information service and allows members to create custom online magazines tailored to meet their specific needs.

OMExpress from Open Market allows quick, convenient web access from the desktop of a computer. Users simply program Express to fetch material from a Web site and Express delivers it to the user's computer ready for use.

Compuserve will license the package which includes Pathfinder Personal Edition and OMExpress and make it available this year and members requiring further information should contact the Compuserve customer support line on 0800 000400. Pathfinder can be found at: **http://pathfinder.com**



One of the most popular sites on the net

MS GOES ON THE INTERNET

The latest international information about multiple sclerosis is now available on the Internet. The World of Multiple Sclerosis is a new Internet service for people suffering from MS, their families, carers and health professionals.

Organised by the International Federation of Multiple Sclerosis Societies (IFMSS) the site will bring together current and expert information on all aspects of the condition from medical research to care and self-help.

It is estimated that three million people in the world have MS and 85,000 of them live in the UK. The Internet address is: **http://www.ifmss.org.uk**

The Bradford Column



Another year, another new custodian of the Amiga flame. In an industry where steady progress is perceived as a backward step, the previous owner's policy of treading water for the past nine months has done much to exacerbate the Amiga's decline.

The recent Escom 'trade-in' promotion is a good idea but just upgrading owners of older machines is but a tiny step on a very long journey. Surely it is owners of other machines who should be targeted to switch to Amiga anyway? All those Megadrive and SNES consoles, lying dormant under beds, presumably have owners who have not upgraded to PlayStation and Saturn yet. And don't say everyone has changed to a PC because sales for titles which are less than AAA-graded are causing many a grown publisher to weep with frustration.

The Amiga needs a trade-in that will convert disciples of other faiths too, but they're unlikely to change to the Amiga of their own volition without a pretty impressive incentive, and £150 off the RRP could just be enough.

Let's face it, there were plenty of avenues left unexplored by Escom

The trade-in however, is an Escom-the-retailer promotion, rather than something Escom-the-manufacturer have concocted, as it is only their stores currently participating in it. It would make a great deal of sense for it to be extended by the new owners to the whole retail community, as well as including other machines, while there is at least a spark of excitement surrounding the Amiga brand, through the change of ownership and the recent announcement of new machines.

Of course, the new owners may just have even better ideas of their own, because let's face it, there were plenty of avenues left unexplored by Escom, and the fact that they are retaining the Commodore brand and trademark will cause many a commentator – who suspected that those were the only assets Escom really wanted from the sale – to adopt a smug 'told you so' expression.

Like all silver linings though, there is a cloud attached to the sale. Escom-the-retailer was the only national chain to give the machine support (albeit somewhat half-hearted). Freed from the shackles of ownership, and thus a moral obligation to stock it through inter-company politics, it is questionable whether this support will continue.

Having said that, a new owner, who is not in direct competition with them, should make the machine far more attractive to all the thousands of independent computer retailers out there who used to be the Amiga's mainstay - the next few months will be very interesting indeed. Shoot Dale Bradford down in flames via fax, if you want to on: 01633 896087.

The opinions expressed here are those of a Keith Chegwin lookalike, but not necessarily those of *Amiga Format*.

"Crivvens man, they're all wearing green underpants."

Who's **Steve Bradley** talking about?

TIMEKEEPERS PAGE 47

XIPAINT 4.0 UPGRADE

Registered users of XiPaint 3.2 are now able to upgrade to the CD-ROM version 4.0. XiPaint 4.0 from Schatztruhe, is the first 2D, 24-bit paint program which allows anims, presentable in a preview to be created quickly and easily. There are a range of new features and if you are a registered user of version 3.2 and would like to upgrade to the new program then contact Schatztruhe on 0049 201 78 8778.

MORE COLOUR PRINTERS

Hewlett Packard have extended their range of printers with a new colour inkjet model. The DeskJet 1660CN builds on the popular Deskjet 1600C and offers unmatched colour print quality, speed connectivity and paper handling, ideal for medium and large-sized companies who require colour printing in a network.

CeBIT Home Electronics '96

According to recent research, between now and the year 2000 the multimedia market is expected to increase ten fold. By the end of the current decade 50% of the total market will be taken up by products and services for the small office and private user.

To try and meet these demands, 700 exhibitors will use CeBIT HOME ELECTRONICS '96 as a platform for presenting their multimedia activities to the general public. Categories on display over the seven exhibition halls include software services, games and publishing companies, information technology, consumer electronics and car hi-fi. There will be entertainment too, with 1,000 square meters of the latest game hardware and software. The show will run from August 28 until September 1. For more information contact Monika Brandt on (+511) 89-31632.

Organisers of the 1996 CeBIT show in March say the seven day extravaganza was a complete success. Over 600,000 visitors toured the 6,111 stands, and 88.8% of the exhibitors have expressed an interest in participating in the show in Hannover next year.



NEW WORKBENCH

If you're fed up of waiting around for Workbench to load icons or copy files then MBench may be the answer. MBench is a new multi-tasking replacement for Workbench due for release in June. It can do everything that Workbench can do and includes features such as an ARexx port for easy and powerful expansion, progress requestors which see how far copy and delete processes are and have the ability to cancel them and many other new features. MBench is fully compatible with all Amigas running OS2.04+. For more information contact Mark Hewitt, Church Farm House, Cublington Road, Aston Abbotts, Aylesbury, Bucks, HP22 4NB or email at: M.A. Hewitt@exeter.ac.uk

The Quick-Start menu for launching programs or scripts

Special Game Engine Offer...

Those of you who enjoyed the Game Engine on last month's Coverdisk can take advantage of this special offer. Aspire are prepared to offer Game Engine (normal price £24.95) for £19.95 to Amiga Format readers. Readers who take advantage of this offer will also receive a **FREE DISK** of extra:
Sound samples, Graphics, Characters
for inclusion in their own games created with Game Engine.

Complete the coupon and send it to:
Aspire 2, Strathsprey, Pentre Hill, Flint Mountain, Clwyd CH6 5QN. Phone & Fax 01352 761798

Game Engine Order Form

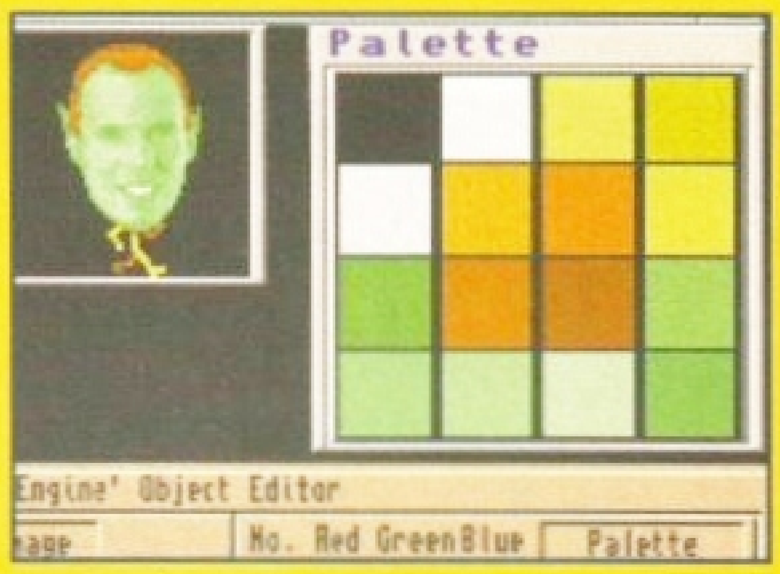
Name ....

Address ....

....

Postcode ....

Cheque / PO enclosed (delete as appropriate)









AmigaVac

The design for the new Amiga has generated a great deal of controversy. Adrian Cole from Runcorn in Cheshire was less than convinced that the new model was an Amiga at all. In fact it bears an uncanny resemblance to a familiar household appliance. Perhaps it should be the 'CarpetWalker' rather than the 'MindWalker'.

Keep a look out for next month's Mailbag with some more of your ideas.

BURN IT

Investigate the possibilities that burning your own CD could open up for you and your Amiga.

Technology behind CD production has improved sufficiently in the last few years to enable anyone to buy domestic, or desktop equipment to master their own CD-ROMs. Whereas a few years ago, "desktop" units were huge and expensive at around £5000, you can now gain access to improved technology at nearly a tenth of that price.

To commemorate the production of the very first *Amiga Format* CD, which was mastered on an Amiga using just this sort of equipment, we thought you may like to take a closer look at this technology – it may be just what you need.

WHAT'S IN THIS FEATURE



Okay, so it isn't quite as simple as bunging a few discs in a toaster, but with today's drives and software, it isn't much more complicated...

What's the point?

Why on earth would anyone want to go to all the trouble and expense of making their own CD? Okay, so the hardware is a lot cheaper than it used to be, but it is still cheaper to get several gigabytes of hard disk space than it is to buy a CD-R drive.

This is true, but, after the initial cost of the drive and software (which is still going to be less than £1000), you can then press your own disks, containing whatever data you like, for less than a tenner. This works out at slightly over a penny per megabyte which is at least twenty times cheaper than a hard drive.

As the individual CDs are relatively cheap, it is also not such a hardship to give them away – you'd have to be very rich to send your pal a 1Gb hard drive every time you wanted.

Here are some advantages and disadvantages of the CD format:

High information density – With the density achievable using optical encoding, the CD can contain some 640 megabytes of data on a disc less than five inches in diameter.

Low unit cost – Because CDs are manufactured by a well-developed process similar to that used to stamp out LP records, unit cost in large quantities is small, typically less than £1

Read only medium – CD-ROM is read only; it cannot be written on (more than once) or erased. This means that it is never going to replace floppy disks or hard drives, but it is an excellent distribution format.

Modest random access performance – Due to optical read head mass and the way data is actually stored on the disk, random access ("seek time") performance of CD is better than floppies but not as good as magnetic hard disks. A standard double speed CD drive will give you 300k/second sustained transfer speed. Even an old, slow hard drive can do better than that, and many newer "AV" drives can reach 5Mb/s transfer rates.

Robust and compact – The CD itself is comprised mostly of, and completely coated by, durable plastic. This fact and the data encoding method allow the CD to be resistant to scratches and other handling damage. Media lifetime is expected to be long, well beyond that of magnetic media such as tape.

Multimedia storage – Because all CD data is stored digitally, it is inherently multimedia in that it can store text, images, graphics, sound, and any other information expressed in digital form.

"...in fact there isn't really such a thing as a PC CD-ROM – only the files on the CD determine its use"

Digital Data

The main reason for computer users to cut their own CDs is usually either to produce a disc full of files, data or programs for someone else to use, or to back up their own data for personal use. In both of these cases, what we are dealing with is pure digital data. Rather than the digital data on the CD representing sound or video data, it is just simply computer data.

Fortunately for the sanity of computer users everywhere, when the CD became an option for computer data storage, a standard was set, known as ISO 9660. This laid out a standard format for storing computer data on a CD-ROM – effectively it means that all the platforms can share a filesystem – you don't need to run *CrossDos* to read a PC CD-ROM, in fact there isn't really such a thing as a PC CD-ROM – only the files actually contained on the CD determine what use the disc is going to be to anyone.

Although this isn't of great benefit when using the CD for programs, it does mean that simple text files and

TECHNICAL DATA

Each CD-ROM data track is divided into individually addressable blocks of 2352 data bytes, i.e. one subcoding block or 98 frames. A header in each block contains the block address and the mode of the block. The block address is identical to the encoding of minute, second, and frame number in subcode channel Q. Digital data uses mode one, which is structured like this:

Field	Size
Sync Field	12 bytes
Header Field	4 bytes
User Data Field	2048 bytes
Error Detection Code	4 bytes
Reserved	8 bytes
Error Correction	276 bytes

This may seem a bit "lossy", as only 87% of the space is used by actual data, but it does include fairly rigorous error protection – CDs are far from perfect – errors can easily occur, but as long as these can be kept to a minimum and corrected accurately, your data will still be intact.

An uncorrected error in audio data typically results in a brief, often inaudible click during listening at worst. An uncorrected error in other kinds of data, for example program code, may render a CD unusable. For this reason, CD-ROM defines a second level of error detection and error correction (EDC/ECC) for mode 1 data. The information for the EDC/ECC occupies most of the auxiliary data field.

The error detection code is a cyclic redundancy check (CRC) on the sync, header, and user data. It occupies the first four bytes of the auxiliary data field and provides a very high probability that uncorrected errors will be detected.

The error correction code is essentially the same as the first level error correction in that interleaving and Reed-Solomon coding are used. It occupies the final 276 bytes of the auxiliary data field.

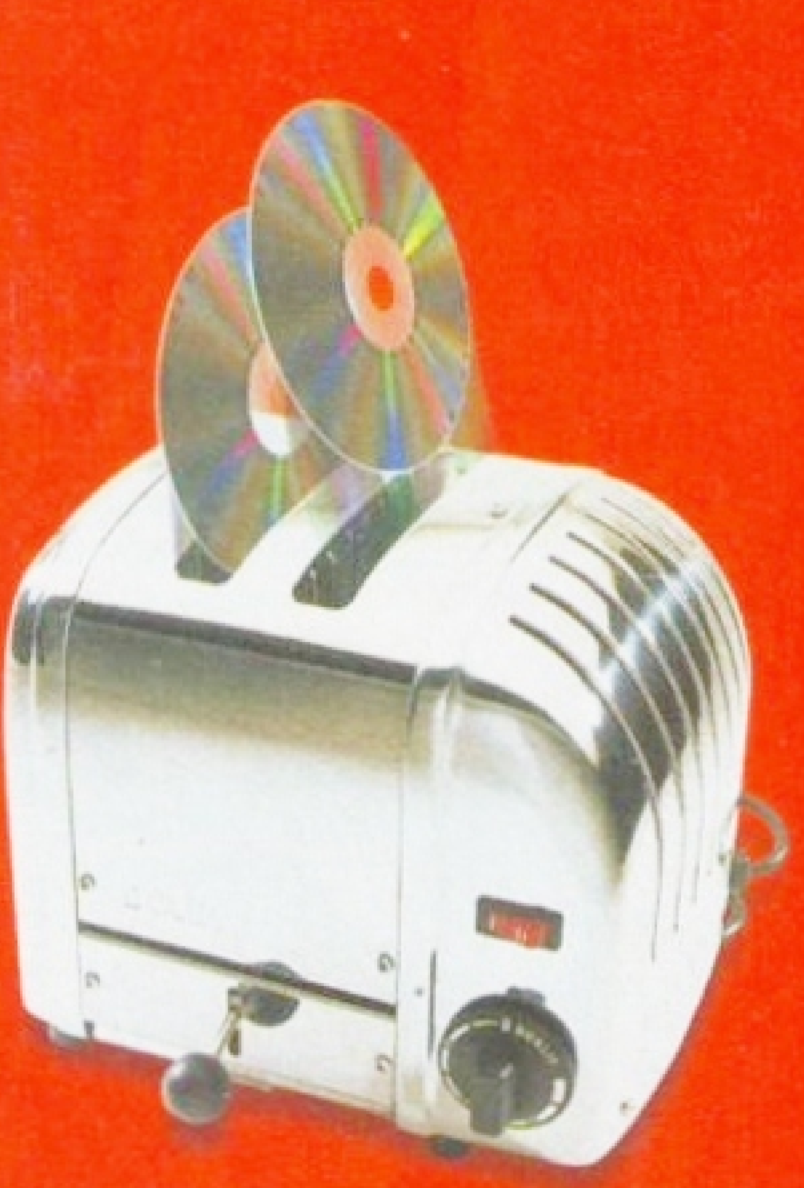
This extra level of error correction for CD-ROM blocks is one of the many reasons that CD-ROM drives are typically more expensive than consumer audio players. To perform this error correction quickly requires substantial extra computing power usually in the form of a dedicated processor in the drive.

ERROR CORRECTION

The actual tracks on the CD can have two types as specified in the control bit field of a subchannel in the disc structure. One of these types is CD digital audio (CDDA) tracks. The two-channel audio is sampled at 44.1 Khz with sixteen bit linear sampling and encoded as twos complement numbers. The 16-bit samples are separated into two eight-bit bytes; the bytes from each channel alternate on the disc. The stereo samples have to be interleaved to maintain a simultaneous transfer and allow continuous playback from the disc. Variations for audio tracks include pre-emphasis and four track recording.

The primary error correction (the only type used for CD Audio data) is extremely powerful. The CD specification allows for discs to have up to 220 raw errors per second. Almost all of these are perfectly corrected by the CIRC scheme for a net error rate of zero. For example, tests using a typical CD-ROM drive show that raw error rates are around 50-100 per second. Of course, these are perfectly corrected, meaning that the original data is perfectly recovered.

A sufficiently bad flaw may produce uncorrectable errors. These very unusual errors are "concealed" by the player rather than corrected. Note that this concealment is likely to be less noticeable than even a single scratch on an LP. Such a flaw might be a really opaque finger smudge therefore CDs do merit careful handling.



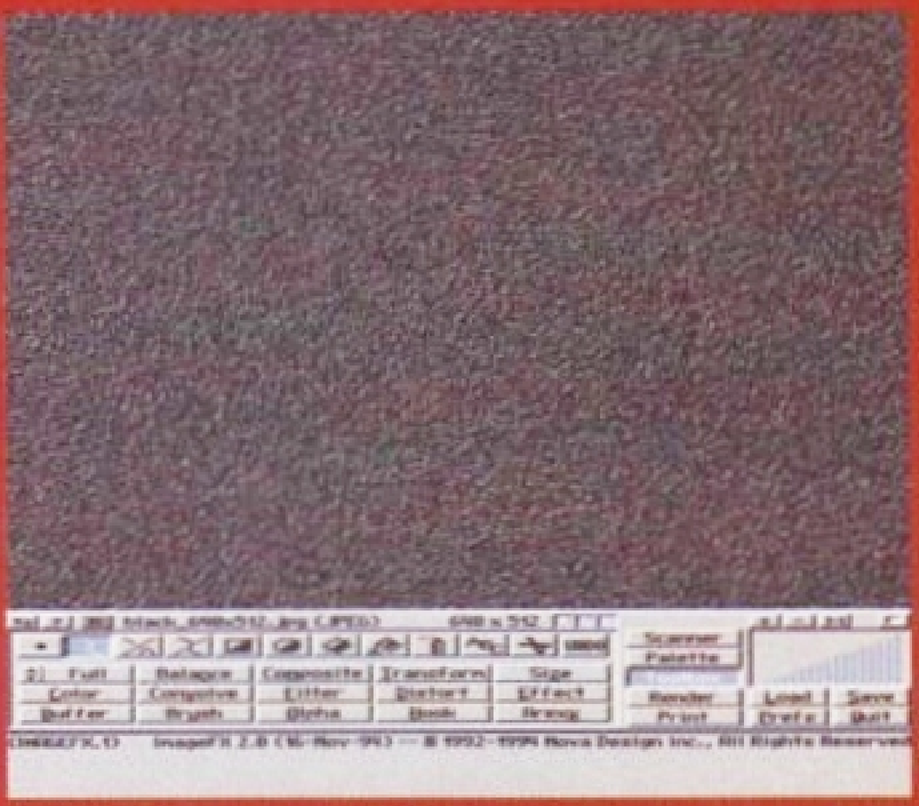
HOW DID THEY DO THAT?



CanDo is not without its short-comings, but it's still a good choice for creative interactive productions. It is quite good at linking with other programs.



Brilliance came in handy as well – we had to draw the buttons and then cover them with invisible ones in *CanDo* because of palette limitations.

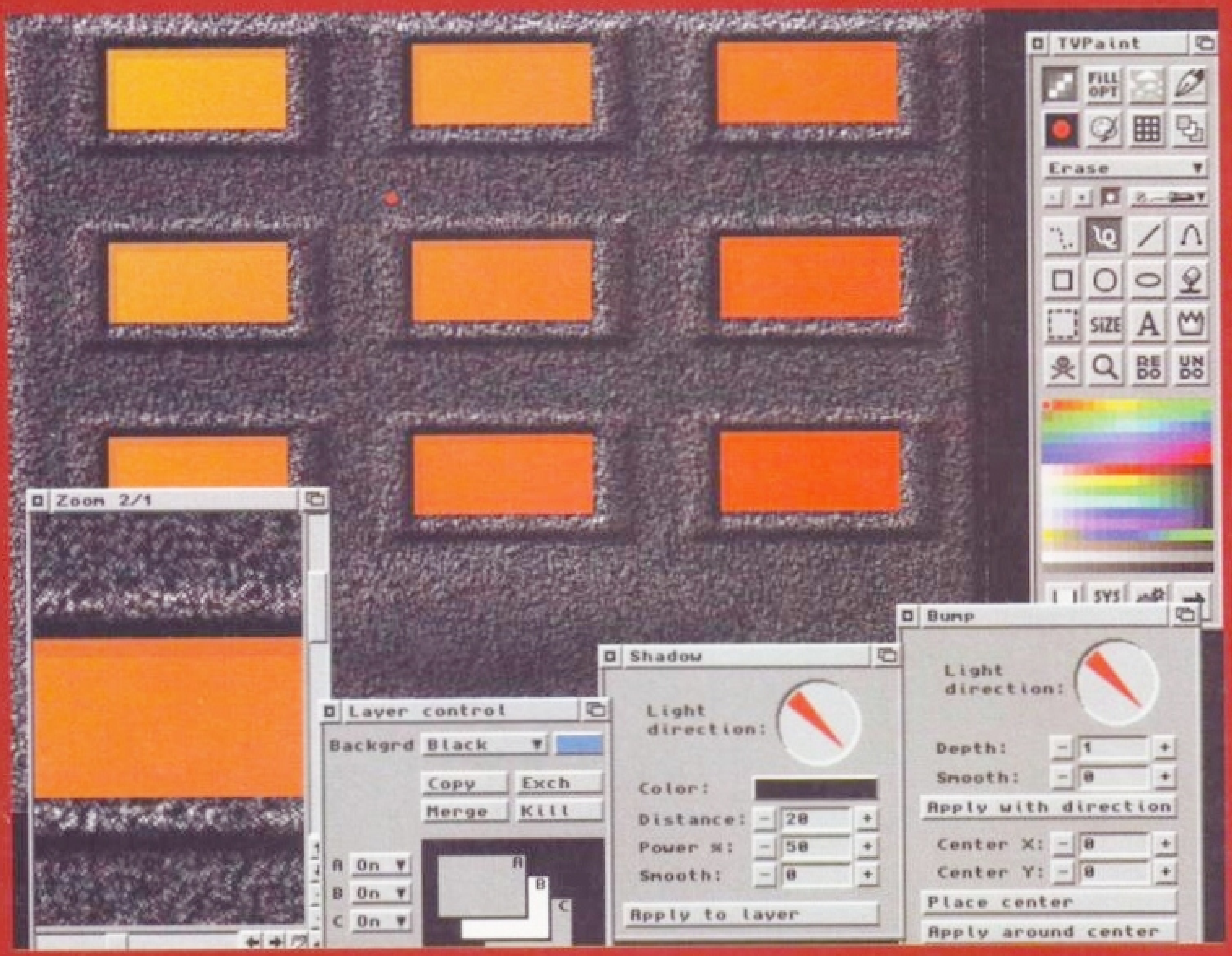


Nova Design's powerful image processor, *ImageFX 2.1*, also got a piece of the action by creating some nobbly textures.

Our first CD was quite an experimental project, and there were lots of things we intended to do, but for various reasons were unable to do for this issue (but look out for some hoopy stuff on future CDs). One thing we were determined to do though, was have a graphical user interface, so people could browse through the contents of the disk. There was really only one man for the job, and so it was Mr Sandiford who set forth to produce our very own interface.

The main screen of the interface was primarily produced in Real Soft's excellent *TVPaint*. The main reason for this was the program's various layer and transparency options. These features make creating effects in limited areas of the screen easy. The texture was created in *Image FX 2.1* and then loaded into *TV Paint* where a bump effect raised areas of the screen that were to act as buttons. A gradient fill was created as a background layer and then holes where punched through the middle layer to allow areas of the background to show through. A top layer contained the text and drop shadows which can be changed in the future without having to redo the whole image.

The other screens were created in Digital Creations' *Brilliance* paint package and the whole thing was thrown together in *CanDo 3*. We experienced a few minor difficulties with *CanDo*'s handling of palettes and had to draw invisible buttons over areas of the screen, instead of using brushes as buttons within the application itself. Rather than use *CanDo*'s built-in animation tools we decided to use the excellent PD program *Viewtek* which, among other things, can playback animations from disk. Once it was tested out by our Art Editor, who managed to crash the machine in five minutes with no apparent effort, we compiled the *CanDo* Deck into an executable application.



The majority of the construction of the main menu screen was undertaken in *TVPaint 3*, because of its layer and transparency options. However it is a bit resource-hungry – especially with three layers and a swap buffer.

"...the ISO 9660 standard makes trade-offs that reduce the number of seeks to read a file"

images stored in a platform independent file format can be used on any computer. You could easily load in many of the images contained on this month's *Amiga Format* CD on a PC or Macintosh.

A special file format is necessary for two main reasons: firstly, that CDs have modest seek time and high capacity. As a result, the High Sierra (ISO 9660) standard makes trade-offs that reduce the number of seeks needed to read a file at the expense of space efficiency. Also, CDs are read-only. Thus, concerns like space allocation, file deletion, and the like are not addressed in the specification.

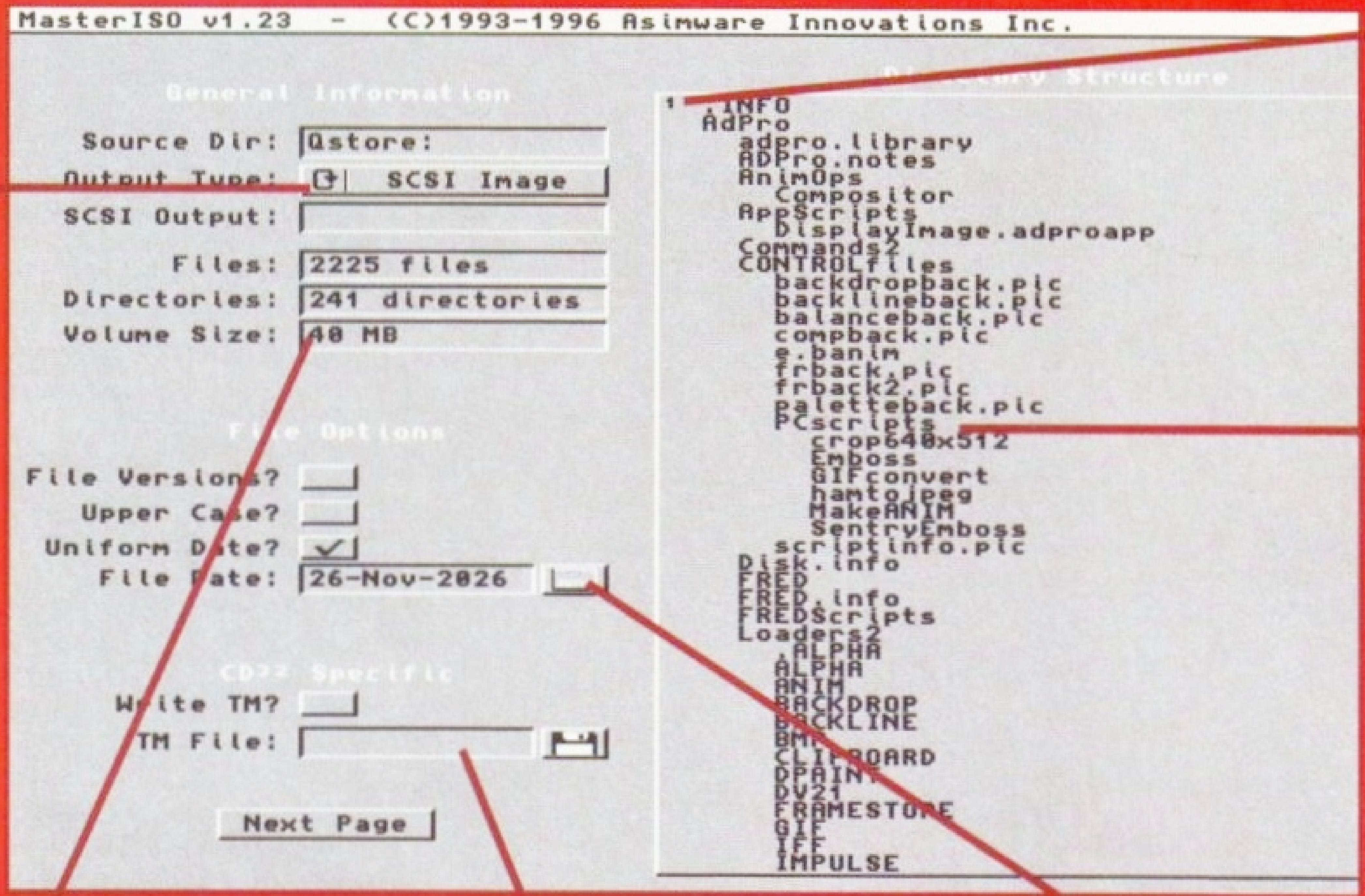
The file system is a hierarchical one in which directories may contain files or other directories. Each volume has a root directory which serves as an ancestor to all other directories or files in the volume. This dictates an overall tree structure for the volume.

A typical disadvantage in hierarchical systems is that to read a file (which must be a leaf of the hierarchy tree) given its full path name, you have to begin at the root directory and search through all the other directory blocks until the file is finally located. Typically, a separate seek, or search on the disc, would be required for each directory level. As this is the bottleneck of CD technology, extraneous seeks are to be avoided at all costs.

To rectify this, High Sierra specifies

Continued overleaf ➡

MASTER ISO



With *Master ISO* you can select to output to a DOS file (which can be stored on any Amiga hard-drive) or a SCSI device – which is faster if you have plenty of equipment.

The directory list shows what files and drawers are going to appear on the completed ISO image.

Although you can compile the structure from a variety of sources, it is impossible to have two files or drawers with the same name.

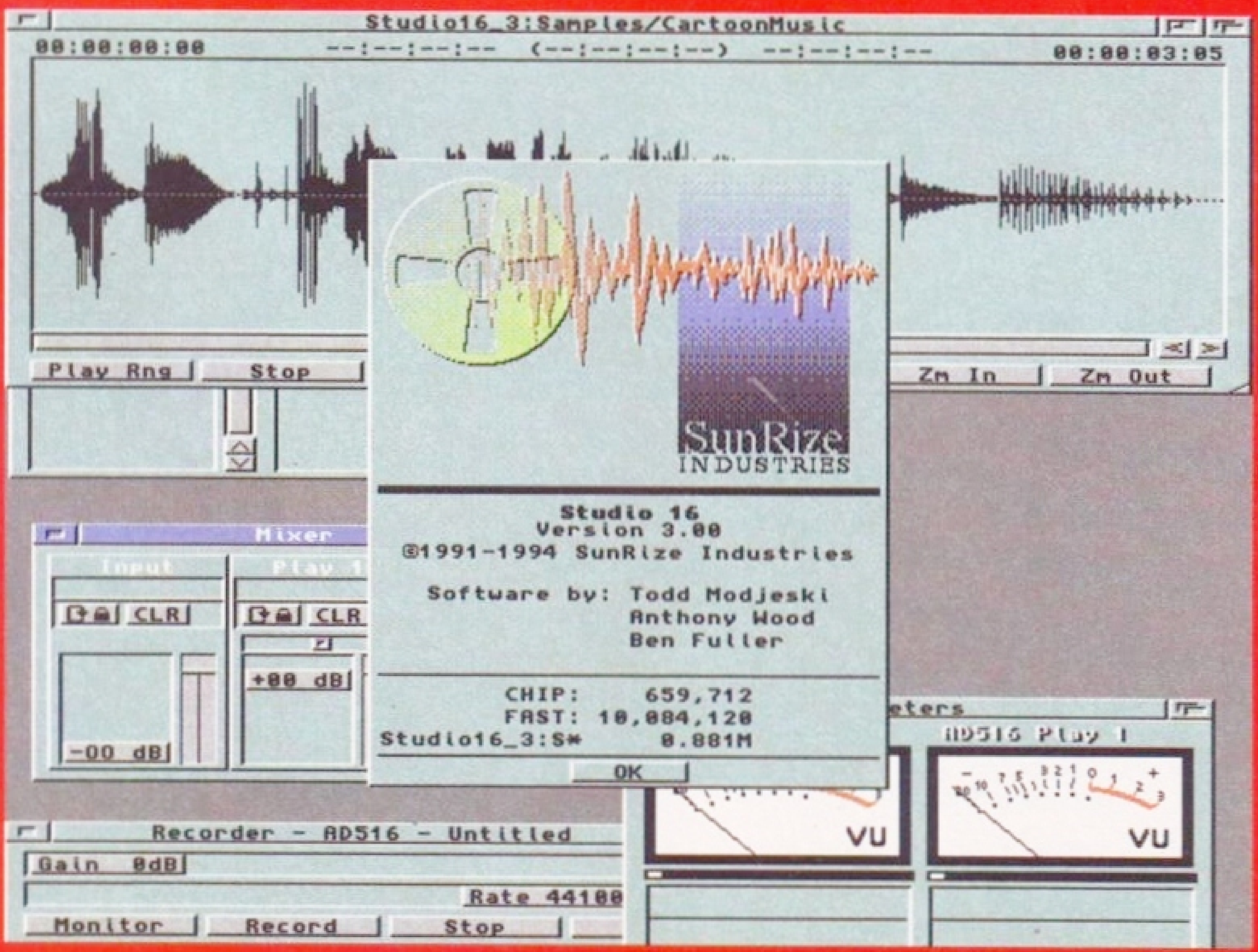
A constant readout lets you know how many files and directories are selected and how much room they will take up on the completed disc. Some hardware can be fussy about the size of the completed disc.

For discs which require special boot code, a boot file can be specified. This is handy for creating CD[32] discs as well as many other types of CD-ROM applications.

Various file options can be specified. Certain options, such as the volume name (not shown) must be specified before the ISO image is created.

that each volume contain a path table in addition to its directories and files. The path table describes the directory hierarchy in a compact form that may be cached in computer memory for optimum performance. Each entry contains only the location of the directory it describes, its name, and the location in the path table of its parent. This mechanism allows any directory to be accessed with only a single CD seek.

Interleaving, the splicing together of two separate streams of data for sequential access, can be used – for example, to meet realtime requirements for multiple files whose contents must be presented simultaneously. This would happen if a file containing graphic images was interleaved with a file containing compressed sound that describes the images.



The excellent *Studio 16* software accompanied the SunRize AD516 and AD1012 cards. Sadly it is virtually impossible to locate, but the Tocatta system is just as good



Asimware's *AsimCDFS* will allow you to read 16-bit audio tracks from CDs in a variety of formats.

Files themselves are recorded in contiguous (or interleaved) blocks on the disc. The read-only nature of a CD permits this contignous recording in a straightforward manner. A file may also be recorded in a series of non-contiguous extents with a directory entry for each extent.

The specification does not favour any particular computer architecture. In particular all significant, multibyte numbers are recorded twice, once with the most significant byte first and once with the least significant byte first.

> **"Of infinitely more interest is to create audio CDs of your own music... sampling data direct to a hard drive and then mastering CDDA tracks"**

Audio

Of course, one of the main areas of interest for a lot of people is the ability to create audio CD-ROMs. After all, it was the popularity of audio CDs that made CD technology inexpensive enough for anyone but major companies to afford it.

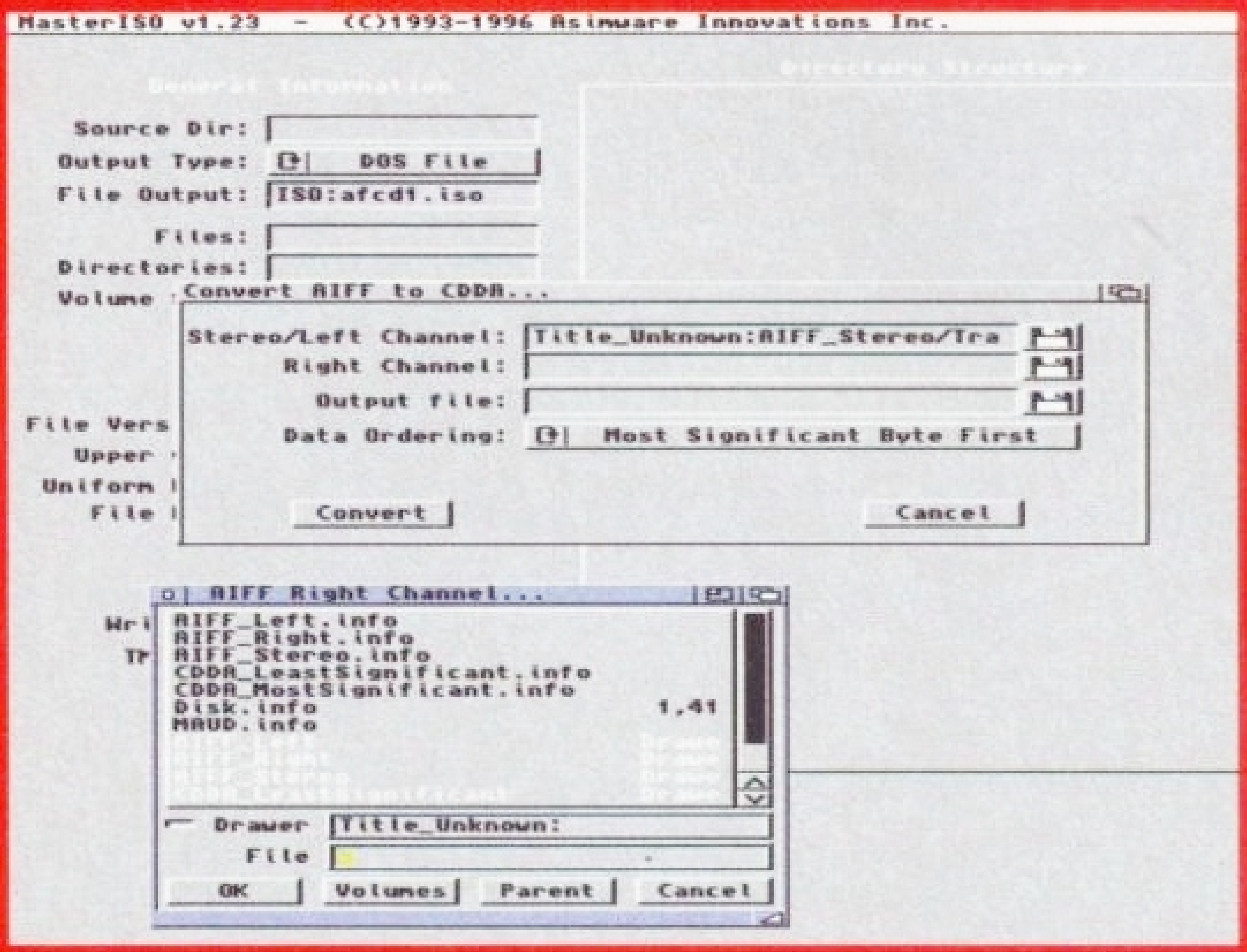
There are plenty of reasons for wanting to create your own audio CDs. You could want to create a special, personal compilation of various tracks for example. This is actually very easy indeed, especially if you have the full *AsimCDFS*, which allows you to read CDDA data directly from a CD. You can then copy it onto a hard drive and then simply use *Master ISO* to master the data back onto a new CD. Not only that, but you could read the data from the disk in another format, such as a 16-bit AIFF file, and play around with it in some sample software before saving it out again. The *Master ISO* software includes utilities for converting MAUD or AIFF samples into CDDA data, so you can use virtually any 16-bit source material you have.

Of course, of infinitely more interest is to create CDs of your own music. To do this you will need some method of sampling the audio from the source and converting it into a suitable sample to master onto the CD. The two most popular ways of doing this on the Amiga are the SunRize series of AD samplers (which are sadly discontinued) or MacroSystem's excellent Tocatta.

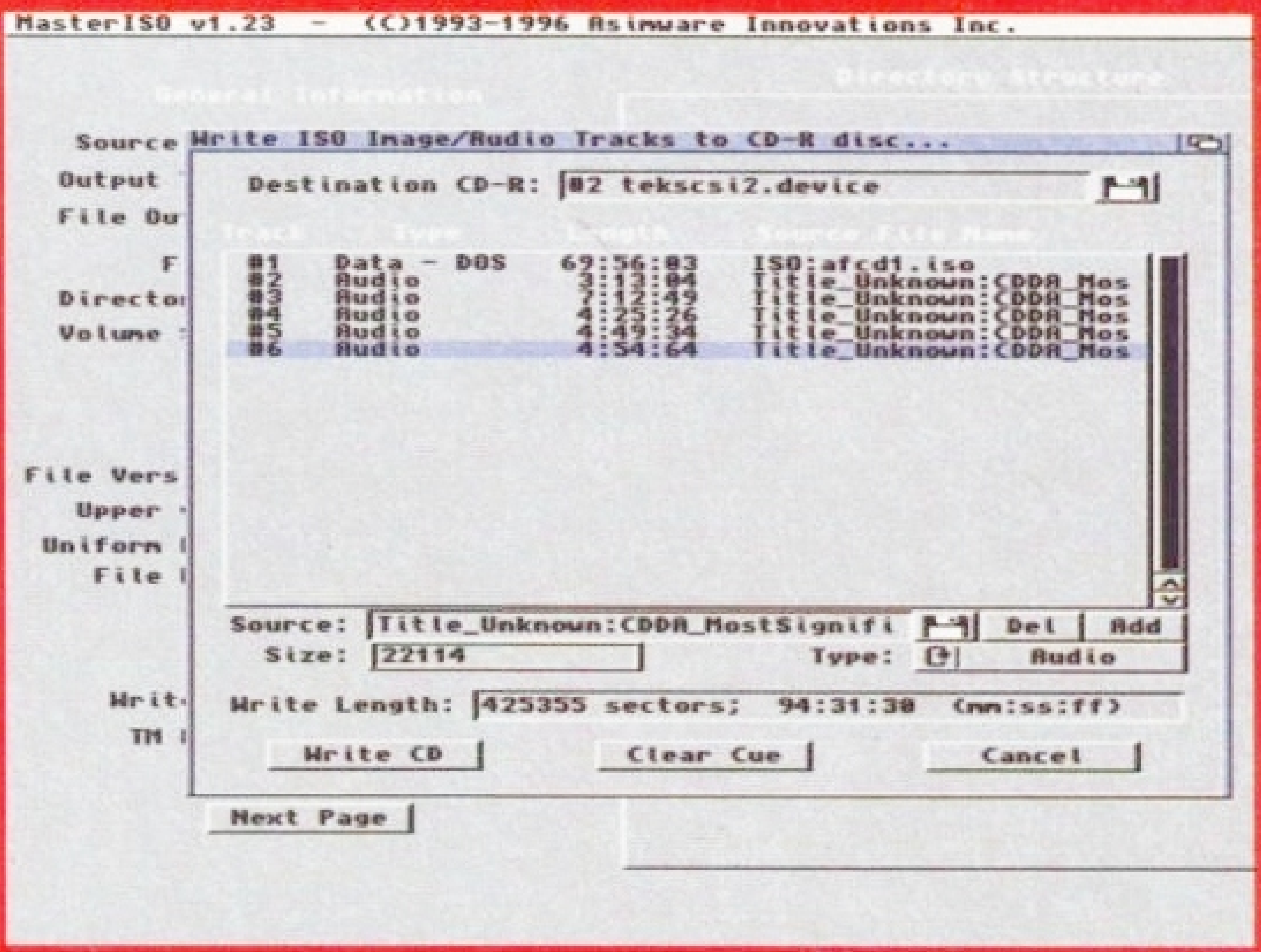
Either system will be able to sample the data direct to a hard drive (although a reasonably fast mechanism is required) and store the audio data. From there you can translate the data into CDDA format as before, and cut your own CD. This is certainly the way radio stations and record companies prefer to get demo material these days.

The quality of the finished audio track is most likely to depend on the quality of the original source material, and the equipment that is being used. For example, if you are just using a sad old ferric tape played on a walkman as a source, you certainly aren't going to sound like the digitally remastered Floyd on your CD.





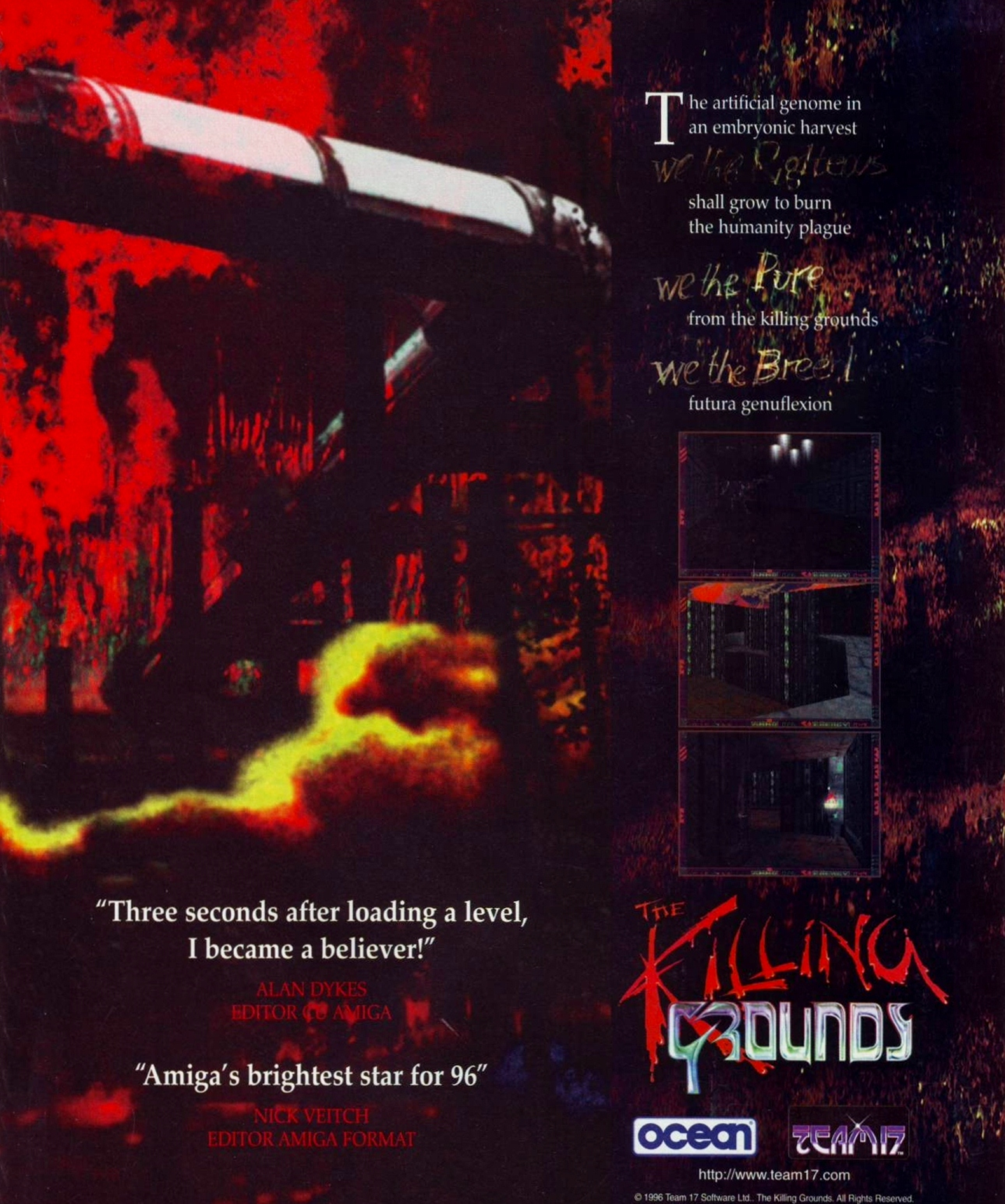
Master ISO includes facilities to convert AIFF and Maud data to CDDA files suitable for mastering audio discs.



The track list in *Master ISO* is built up simply by selecting the CDDA files in whatever order you like. Any digital data tracks should appear at the top.



Blood Flies Faster in a Blizzard


The artificial genome in
an embryonic harvest
shall grow to burn
the humanity plague
we the Pure
from the killing grounds
futura genuflexion
"Three seconds after loading a level,
I became a believer!"
ALAN DYKES
EDITOR CU AMIGA
"Amiga's brightest star for 96"
NICK VEITCH
EDITOR AMIGA FORMAT
The Killing Grounds
ocean
TEAM17
http://www.team17.com
© 1996 Team 17 Software Ltd.. The Killing Grounds. All Rights Reserved.

The Well Connected Amiga

Simon N Goodwin adapts bargain peripherals to work on the Amiga

Every Amiga has two extraordinarily versatile controller ports. Each can read up to 32 switches, two proportional controls, and messages from light pens which are synchronised with the display. There are dozens of variations on the theme of control devices, including mice, track-balls, pens, guns and joysticks. Almost all of them will work with the Amiga, but relatively few plug straight in. You pay a premium for peripherals guaranteed to work as soon as you connect them to the Amiga.

Over the years this has been a nice little earner for dedicated suppliers, who sift through mountains of peripherals made for other micros and pick out the ones that can easily be tweaked for Amiga users. If you're the sort of person who finds the inside of a plug a mysterious and daunting place, you're well advised to pay the premium and buy your add-ons from people who can check them out for you. But if you're not afraid of changing a plug, or swapping a few wires around, you can equip your Amiga with an impressive range of control devices for a fraction of the price you might otherwise pay.

At a recent All Formats Fair I bought a three button Logitech mouse for £1, a chunky two-button analogue joystick for 50p, and an arcade-sized track ball for £3. These were made, respectively, for IBM PC, Tandy Colour and Atari 800 computers, but they can all be made Amiga-compatible with simple wiring changes.

All these peripherals are well made and work reliably. Supplies are plentiful and prices are low because most people do not know how easy it is to adapt them – not everyone has an Amiga, with it's over-engineered, all-purpose connectors. This article explains how to spot peripherals that will work on the Amiga, and adapt them to work with your hardware and software.

PART WORKS

The most important diagrams are the charts showing connector pinouts and the table relating Amiga pin numbers to those of other machines (**Table One**). The pin numbers are usually stamped on the connector, but the marks are small and hard to read by electric light. The most common mistake is to count from the wrong end. My diagrams assume that you are looking from the back of the adaptor plug or socket, or into the computer socket or peripheral plug.

The necessary parts are widely available for less than £1. Maplin part numbers are listed at the end of this article, in case you don't have a branch of Tandy, computer fair or electronics store nearby. (**Table Two**). It's your choice whether to chop off the old plug and replace it with an Amiga one, or build a simple adaptor. If you cut off the old plug, be sure to check the correspondence between wire colours and connector pins before you chuck the old one away.

PC MICE

Mice produced for the IBM PC are cheap and widely available in many sizes and styles. Most can be used with the Amiga, but choose carefully because the most common models are 'serial mice' which tie up the Amiga's serial port and require extra software to work.

Serial mouse drivers are freely available on Aminet and serial mice work fine with workbench and system-friendly Amiga programs, but they're not recommended because they need extra software and will not communicate with programs that read the Amiga controller ports directly, like most games.

You're much better off with a bus mouse. Firms like Logitech make these for use with newer PC clones. They often have a nine-pin mini-DIN plug instead of the older nine pin D-type plug. Do not confuse these with PS/2 serial mice, which use the same mini-DIN plug but with fewer pins. These will not connect directly to the Amiga

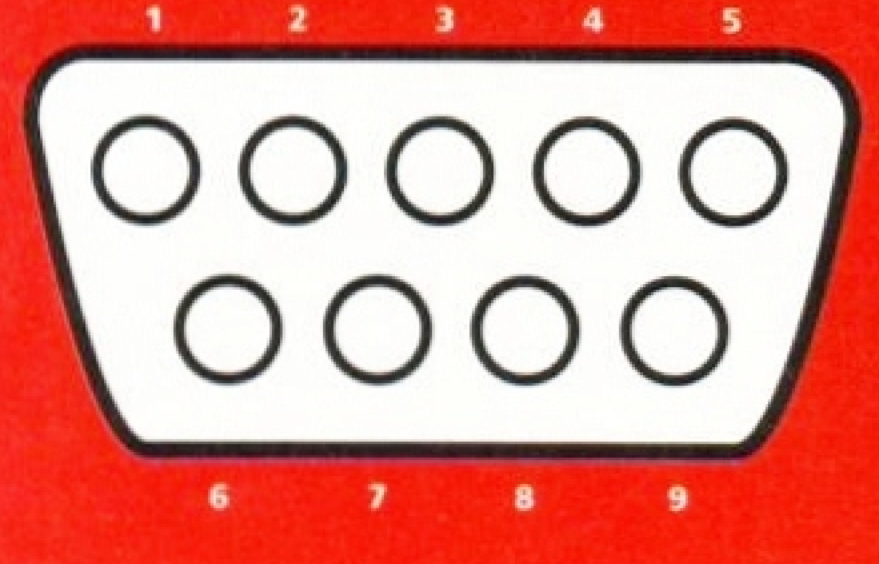
Table One

CONNECTION SELECTIONS

Amiga Game Port	1	2	3	4	5	6	7	8	9
PC analogue joystick	-	-	2	7	6	-	1	4	3
PC Mini-DIN bus mouse	4	2	5	3	9	6	1	7	8
PC 9 pin D bus mouse	4	1	2	3	5	6	7	8	9
BBC, joystick 1	-	-	13	10	12	-	14	6	7
BBC, joystick 2	-	-	13	10	15	-	14	6	4
Amstrad Spectrum joystick 5	9	7	6	-	4	-	2	-	
Atari ST & C=64 mice	4	2	3	1	-	6	7	8	9
Tandy/Dragon joystick	-	-	4	6	1	-	5	3	2

Notes:
(1) Joysticks made for Amstrad CPC, Atari VCS/400/800, 48K Spectrum, Commodore C16, Plus 4, C64 and VIC-20 plug directly into the Amiga and work with no adapter.
(2) NEVER connect anything to your Amiga without turning it off first.

NINE PIN D-TYPE



Back of socket to plug into Amiga
PC Serial & Bus Mice
Amiga Joystick & Mouse

controller port, as they return serial data like old Microsoft and Mouse Systems models.

A true bus mouse has direct signals from the two or three buttons, and four more signals to indicate the movement of the mouse ball. Along with power and ground, this means that nine connections are needed.

PC manufacturers also make trackballs and graphics tablets which can replace mice. Once you know the connector and protocol details, you can use these on the Amiga. In general you're best off with a bus mouse, which will connect to the Amiga controller port, but the choice is wider if you're willing to use the serial port and serial mouse packages from Aminet.

THIRD BUTTON

The third mouse button is extremely useful, but there is no direct support for it from the Amiga operating system; you need add-on software to make it work. I use MCX, by Martin Berndt, to make the middle button stand in for the left SHIFT key, so I can select multiple icons by holding the middle button and tapping the left button above each icon with no need to reach for the keyboard. A double click on the middle button swaps between screens.

These functions are configurable and supported by multi-purpose commodities freely available on Aminet. YAK is an alternative to MCX with a slightly different set of functions, including the usual ones like key short-cuts, screen blanking and mouse acceleration. You can configure PowerSnap to use the middle button to select text for the clipboard. The middle button is also very useful if you run X Windows under NetBSD, the best PD Amiga Unix.

ATARI TRACKBALL

Atari trackballs were mass-produced in the early 1980s, with the success of games such as *Missile Command*. Trackballs work like big, inverted mice, made for the arcades, long before mice became popular. By modern standards the Atari CX80 is extraordinarily solid, made with a tough ABS case, twin fire buttons and a massive, smooth-rolling ball in the centre. You can literally stand on it without doing any damage, the ball is almost impervious to dirt and dust, and of course there's no need to clear a space to use it.

Over the last few years I've bought two CX80s, at the Stafford All Micro Show and a stock clearance at a local console shop, and adapted them to suit all my micros. The original model has a recessed switch at the back to select trackball or joystick emulation modes. I add two more Double Pole, Double Throw (DPDT) switches and a handful of wires, tacked onto the internal circuit board, to make it compatible with Amiga, Atari ST and Commodore 64 as well as the original eight-bit Atari.

Most of the internal circuitry implements joystick emulation; the conversion bypasses those chips to read the vertical and horizontal pulses directly. The plug and cable are unchanged.

FITTING THE TRACKBALL

The trackball is held together by four screws hidden under the rubber feet on the underside. You'll see a circuit board around the ball, holding four chips and other components. The cable connections should be furthest from you, on the longest edge of the board.

The first switch selects between original Atari mode and the modern computer scheme. You must make two small cuts on the circuit board, and add wires to re-route the signals. It's pretty simple – no trickier than adapting an old A500 for 1Mb of Chip RAM – but don't risk it if you're worried you might damage the board.

We'll make four connections to the top left chip, type 4019, and two to the chip near the middle on the right, marked 4098. First you must cut two tracks close to the 4019, as shown on the diagram. One cut goes near pin 4, the other near pin 15. Make two cuts across each track, close together, with a sharp knife, and scrape away the track between them. Check that the traces either side of the cuts are isolated.

Solder four thin insulated wires to the board, each side of the cut traces. It's convenient to connect the wires to pins 1, 4, 5 and 15 of the 4019. The wires to pins 4 and 5 go to the centre, switched poles of the DPDT switch. The other two wires go to one end of the switch. When it is pushed in that direction it re-connects the tracks we've cut, so pin 15 goes to the same pole as pin 5, and pin 1 links to the pole of pin 4.

JOIN THEM UP

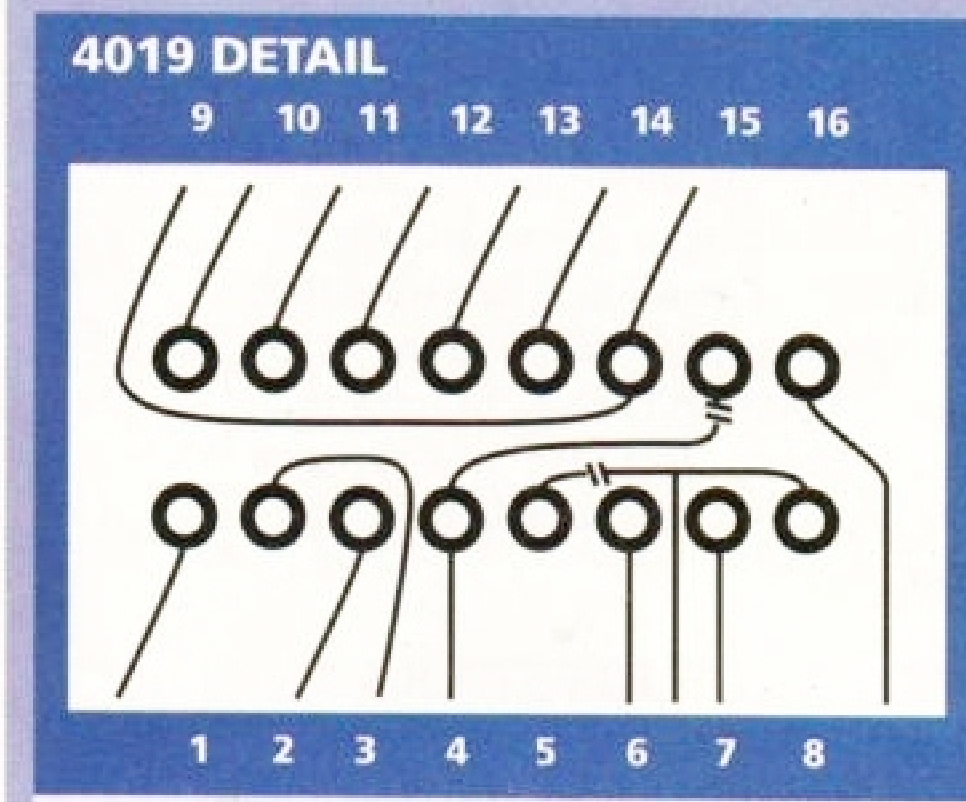
The two connections at the other end of the switch go to pins 4 and 12 of the 4098, fourth from the left in the top row and fifth from the left in the bottom row, respectively. When the switch is in the second – Amiga – position, pin 4 of the 4098 connects to pin 15 of the 4019, and pin 12 to pin 4, across the board.

The second DPDT switch swaps the connections to pins 1 and 4 of the D-type plug. If you don't need ST or C64 compatibility you can skip this and just swap the yellow and violet crimp connectors on the edge of the circuit board inside the trackball. Before reassembly, check the connections and make sure that the wires do not foul the ball or the mechanism.

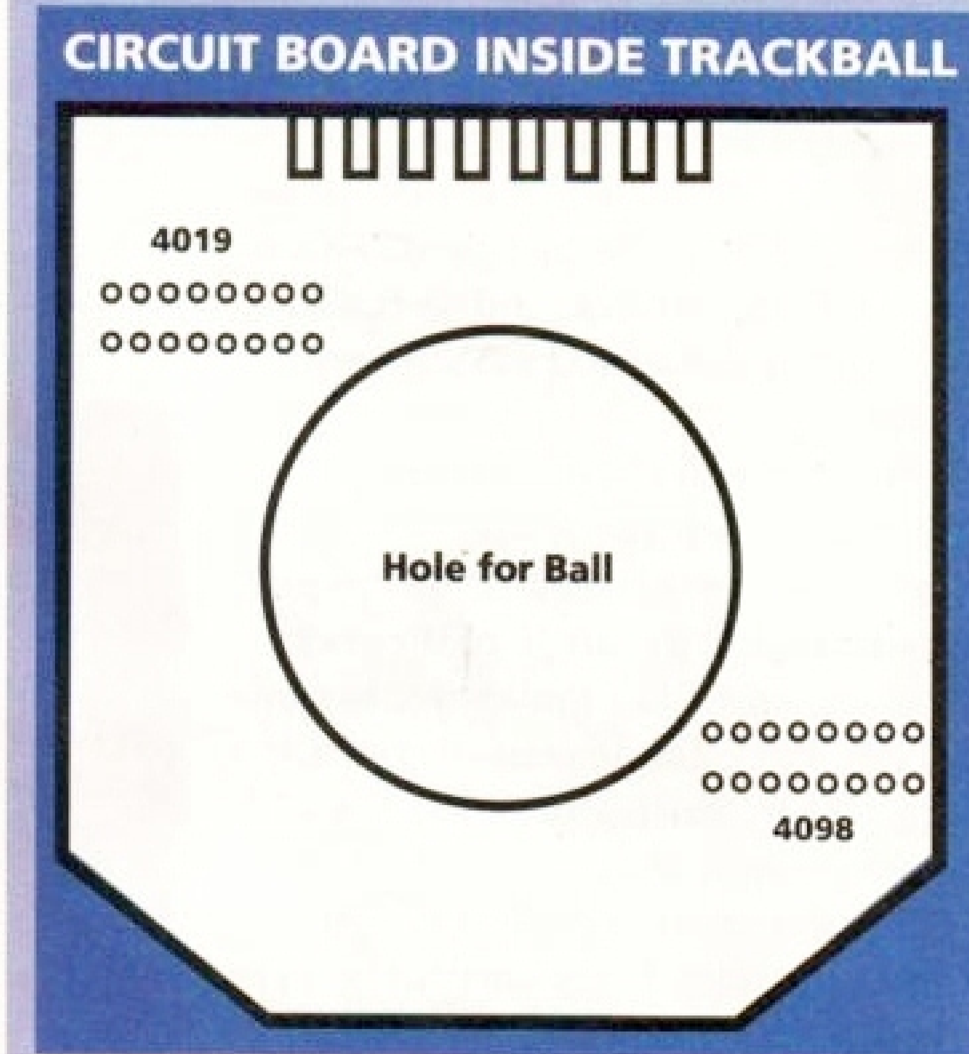


Direct signals from two or three buttons, four more to indicate movement plus power and ground.

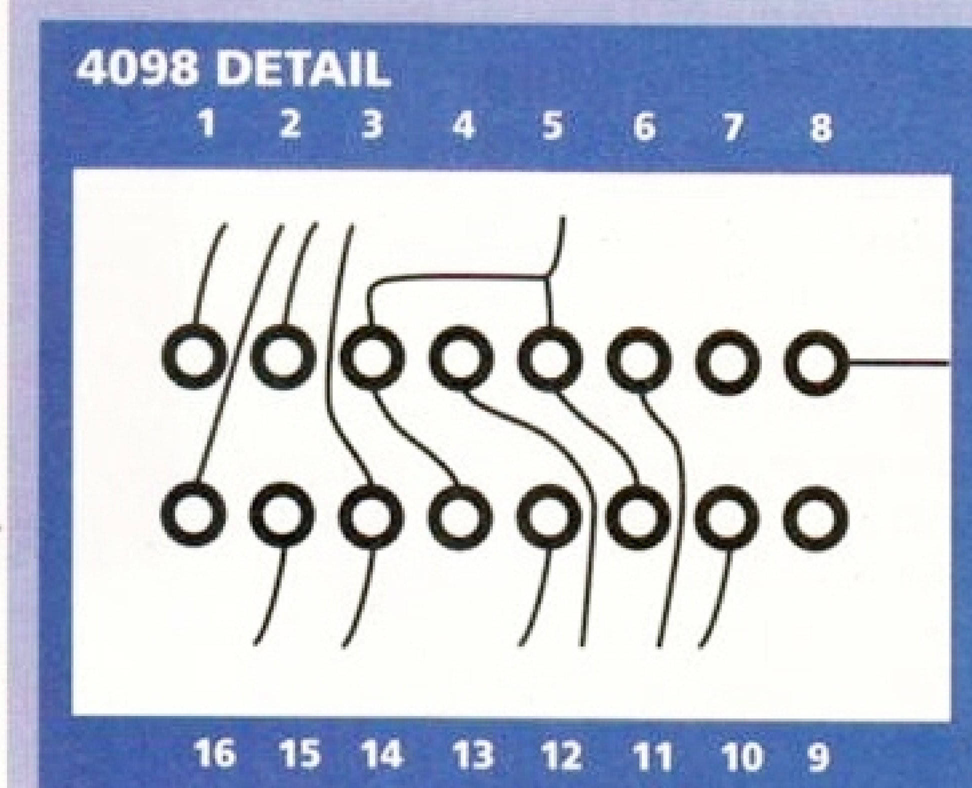
CX80 TRACKBALL



Make four connections to the 4019 chip. One cut near pin 4 and the other near pin 15.



You must make two small cuts on the circuit board and add wires to re-route the signals.



Two connections at the other end of the switch go to pin 4 and pin 12 of the 4098.

Continued overleaf ➡

← The trackball has two buttons but they're wired together and the cable does not include a lead for a second button. The Amiga treats both like the left mouse button. You can get them working independently by replacing the cable and adding a new wire to the right-hand switch. I have not tried this, but have seen instructions in the Aminet file, AtariTBconv, by John H Lee. The same document also explains how to convert the older, beige CX22 Atari trackball.

ANALOGUE JOYSTICKS

A normal Amiga joystick can return eight directional signals, corresponding to the points of the compass, including diagonals. The position of the stick is sensed by four switches which return a simple on or off indication – left or not left, right or not right, with no indication of how far to one side or the other the stick has been moved. This is called a digital joystick, and works fine for platform games and most shoot-em-ups.

Proportional controllers are different, as their name suggests, because they return an analogue signal proportional to the angle of the stick. These are suited to simulations, because they give more subtle control, and are supported by Microprose *Grand Prix* and some flight sims.

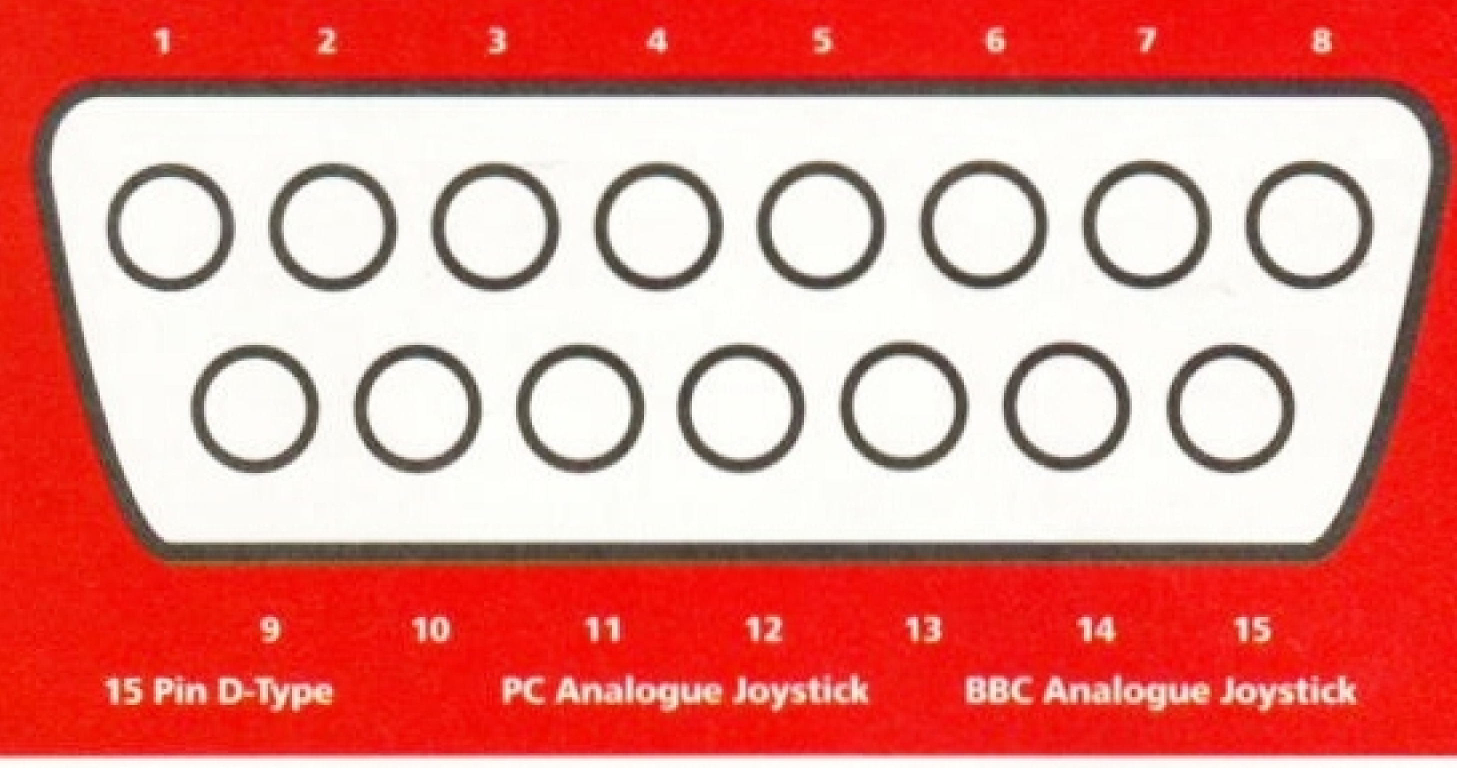
Proportional controllers contain variable resistors. Every time the screen is re-displayed a capacitor inside the Amiga is discharged through the variable resistor. Software infers the position of the stick from the time it takes for the capacitor to discharge.

The Amiga Hardware Reference Manual explains this circuit, and suggests that you use variable resistors with a maximum resistance around 500 K ohms. This is no problem if you're building your own, but the common analogue sticks made for IBM, BBC and Tandy micros use lower values, typically 50-100 K. This limits the range of values that can be returned to perhaps 0 to 25, rather than 0 to 250 on a real Amiga stick.

You can improve the range and sensitivity by adding extra capacitors inside your plug or adaptor. These augment the 47 nF capacitors inside the

Proportional controllers allow more subtle control.

ANALOGUE JOYSTICK



Amiga so that a larger charge can be stored, lasting longer when discharged through the lower resistance. I get good results with 220 nF capacitors, but you can try anything from 47 nF to 470 nF depending on the stick you're adapting. You need one capacitor for each dimension.

The horizontal one goes between pins 4 and 8 of the Amiga's port, and the vertical one between pins 8 and 9. If you use polarised capacitors, be sure to connect the negative sides to pin 8. If you make an adaptor for a PC or BBC stick you should be able to fit the capacitors inside the socket at the non-Amiga end.

If the capacitance is too high you may find the stick unresponsive at one end of its travel, because the capacitor does not fully discharge in one display frame. The best value depends on the stick, the software, and the display rate, e.g. NTSC or PAL. Most programs follow Commodore guidelines and configure themselves to suit the range of values returned by your own stick.

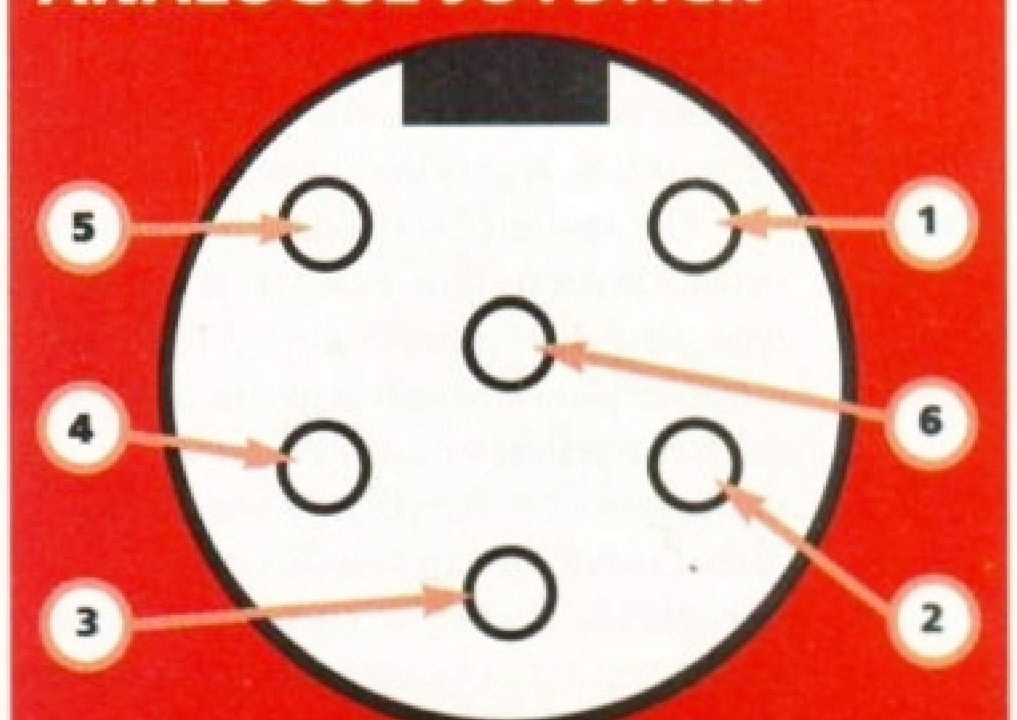
I've used analogue joysticks made for Tandy, Dragon, BBC and IBM computers. There are many models for IBM clones, but sticks for older micros are cheap and easily adapted. The BBC and IBM models use a 15 pin D-type plug. The BBC wiring varies, as each socket supports two sticks. Dragon, Tandy Colour Computer and Tandy PC1000 sticks use a six-pin DIN plug for each stick.

Tandy 'TRS-80' sticks are well made, have two fire buttons, and useful switches which can lock the stick in each dimension, so that it is either free-floating or returns to the centre when released. 'Paddles' made for Atari eight-bit systems will work but are not particularly suitable as they use 1,000 K resistors and have one knob for each dimension.

WARNING!

While all the projects here have been easily and successfully completed by our experts, we would like to remind you that while it is extremely unlikely you could injure yourself while attempting these projects, there is a risk that incorrectly wired devices could damage your Amiga. Obviously *Amiga Format* cannot be held responsible for any loss, damage, injury or any other ill-effects whatsoever.

TANDY/DRAGON ANALOGUE JOYSTICK



WHAT NEXT

This article has concentrated on the nine-pin controller ports, and while they're surprisingly capable, they're only the start for Amiga add-ons. There are lots of other adaptors that can be used to make an Amiga compatible with common, cheap and useful peripherals – VGA monitors, lightpens, guns, samplers, scanners, controllers, keyboards and digitisers galore.

If this article has whetted your appetite, let us know what sort of hardware hacks you would find interesting. Check out the Aminet, but remember that Your Mileage May Vary... All the adaptors discussed here have been built and tested on Amigas from A500 to A4000 and use easily-available parts. But when you're shopping for add-ons, check the connectors carefully before you hand over cash. Make sure you know exactly what you're getting, and remember that price is no guide to compatibility, unless you buy from Amiga specialists.

Table Two

REFERENCES

(1) Maplin Electronics Catalogue:

Part No.	Description
RK61R9	pin D-type socket (for Amiga controller ports)
RK60Q	9 pin D-type plug (for adapters)
BK59P	15 pin D-type socket (for PC/BBC analogue joysticks)
FP27E	Hood for 9 pin D-type plug or socket
FP28F	Hood for 15 pin D-type socket
FH36P	DPDT slide switch
WW83E	220 nF capacitor

(2) Amiga Hardware Reference Manual (Addison Wesley, any edition)

(3) Aminet:
AMINET/HARD/HACKS/ATARITBCONV
AMINET/HARD/HACKS/MISCHACKS
AMINET/HARD/DRIVR/LOGIMOUSE1000
AMINET/HARD/DRIVR/OPTMOUSE
AMINET/HARD/DRIVR/SERMOUSE200
AMINET/UTIL/CDITY/MCX176
AMINET/UTIL/CDITY/POWERSNAP22
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Star LC24-10/20/200	£9.64	£6.99	£29.95
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Star LC24-30/LC240	£8.99	£4.95	£19.99

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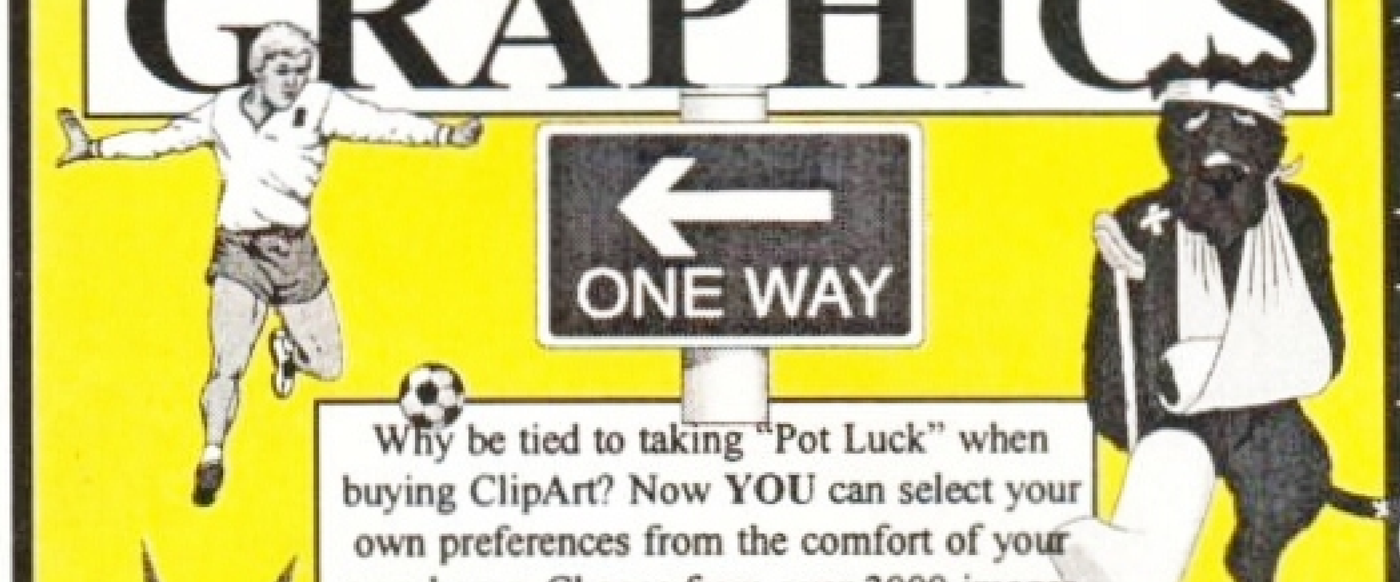
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AF SCREEN PLAY

There was much mirth from staff of PlayStation and Nintendo mags when we attended the "games event of the year", the European Computer Trade Show. "Surely you don't need to go for the whole day, wouldn't five minutes be enough?"

Well, it wasn't like there were an abundance of Amiga developers there, but it was interesting to note that, for example, more people were queuing up to play the rather excellent *Slam Tilt* than there were clustered around the SGI pinball area.

Also, most of the developers working on the Amiga these days are small independent outfits who don't have the thousands of pounds necessary to buy space at the ECTS. In fact, most of the people there didn't have the money, and many an exec. was looking around their stand hoping their bank manager didn't pop along to ask them why they really needed a huge catwalk outside their stand.

Still, there were plenty of Amiga people wandering around, and you'll see on the following pages that the number of huge banners you can afford to put up around West London bears little relationship to the quality of your software.

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Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

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80-89% These games are very good, but due to minor flaws are not the finest examples of their genre.

70-79% Good games which are worth buying, especially if you have a special interest in a game type.

60-69% Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.

50-59% Below average games which are unlikely to impress your mates or your wallet. Avoid.

40-49% Overwhelmingly poor quality games with major flaws and appalling gameplay.

Less than 40% The absolute pits.

Previews

An exciting month for the Amiga, with some excellent looking games nearing release.

VALHALLA STRIKES AGAIN








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Vulcan are all set to unleash another episode in their legendary *Valhalla* series. *Valhalla and the Fortress of Eve* follows on in the familiar tradition of the previous games, but there are some jolly interesting differences this time around.

The control methods have been much improved, and this episode now features a fully mouse driven environment and improved viewscreens and maps. Vulcan have been working hard on the game's sound too so you'll be able to hear yourself and others walking along and thankfully, for those of you with sensitive ears, there is a new, limited speech option ("I'm scared").

Of course, as we keep saying, the real test of the game is how it plays, and from the early material we have seen, it looks like *Valhalla and the Fortress of Eve* is an improvement over it's predecessors there too.

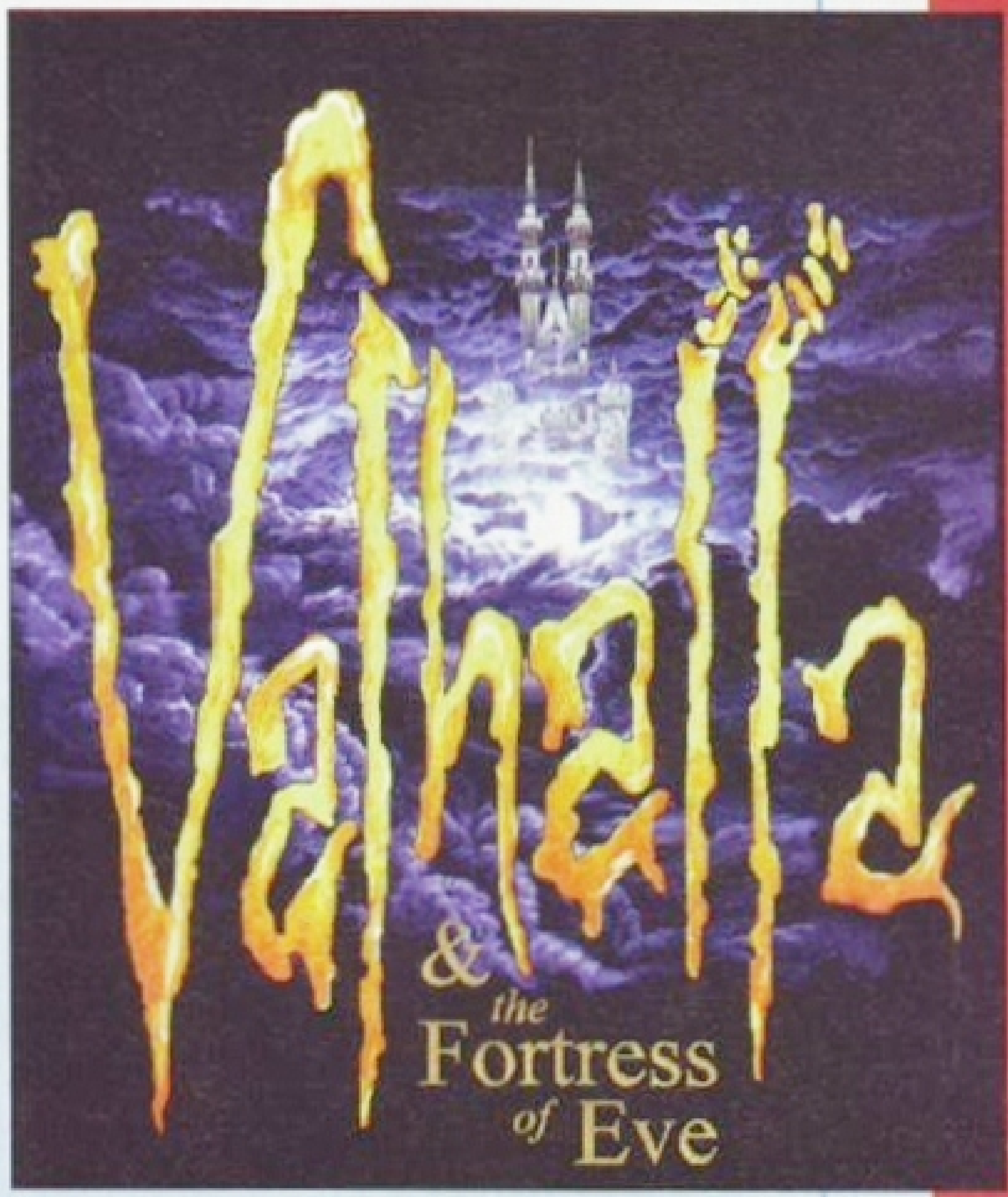
The new control system is much more fluid. Added to this, Vulcan promise that the puzzles are much harder, so the four levels should offer even avid fans a decent challenge. *Valhalla* has attracted a bit of a cult following over the years, and this latest effort is sure to please the fans.

One thing that hasn't changed is that the game will still work on all Amigas, so all you A500 owners have something to be happy about.

Valhalla and the Fortress of Eve is due for release on June 1st, and will be part of the Vulcan Miniseries range, retailing at £17.99. A bargain.



The new interface certainly looks better, although these are unfinished graphics.



Vulcan are pleased to have this addition to their Miniseries range.

Continued overleaf ➡

ON THE EDGE

There are quite a few games on the very cusp of being released and I caught up with most of them at the recent European Computer Trade Show, and here is a rundown of the titles you can expect to see released in the very very near future:



Wasn't Mabunda sold last season? *SWOS Euro '96* will have updated stats.

SWOS EURO '96

A perennial favourite at the *AF* offices, those Sensible people have been at it again. This next incarnation of the firm footie favourite will include, yes, you have guessed already, a Euro '96 preset competition. But that isn't all that's different, a few other tweaks have been made. For a start, aftertouch passing is now possible on the deck as well as in the air. The keepers are a bit smarter too, and the data preparers have tried to assuage the anguish of many fans who wrote in to complain about how out of date the teams were getting.

SWOS Euro '96 has completed final testing, and is shortly to go into production, so you should expect a review next issue, There will also be a special upgrade deal for existing *SWOS* users – more details next month.

ATROPHY (OTM)

Can their forthcoming shoot-em-up continue the OTM trend of games getting better as time wears on? This AGA only game was first mentioned in *AF* some months ago, but we have received word that it will be on release in the next few weeks.
This Hi-Res 256 colour horizontal scroller certainly looks like it has the technical excellence to be a great game, but how will it play? Join us soon to find out.



It looks great, but how will it play? We'll find out soon.

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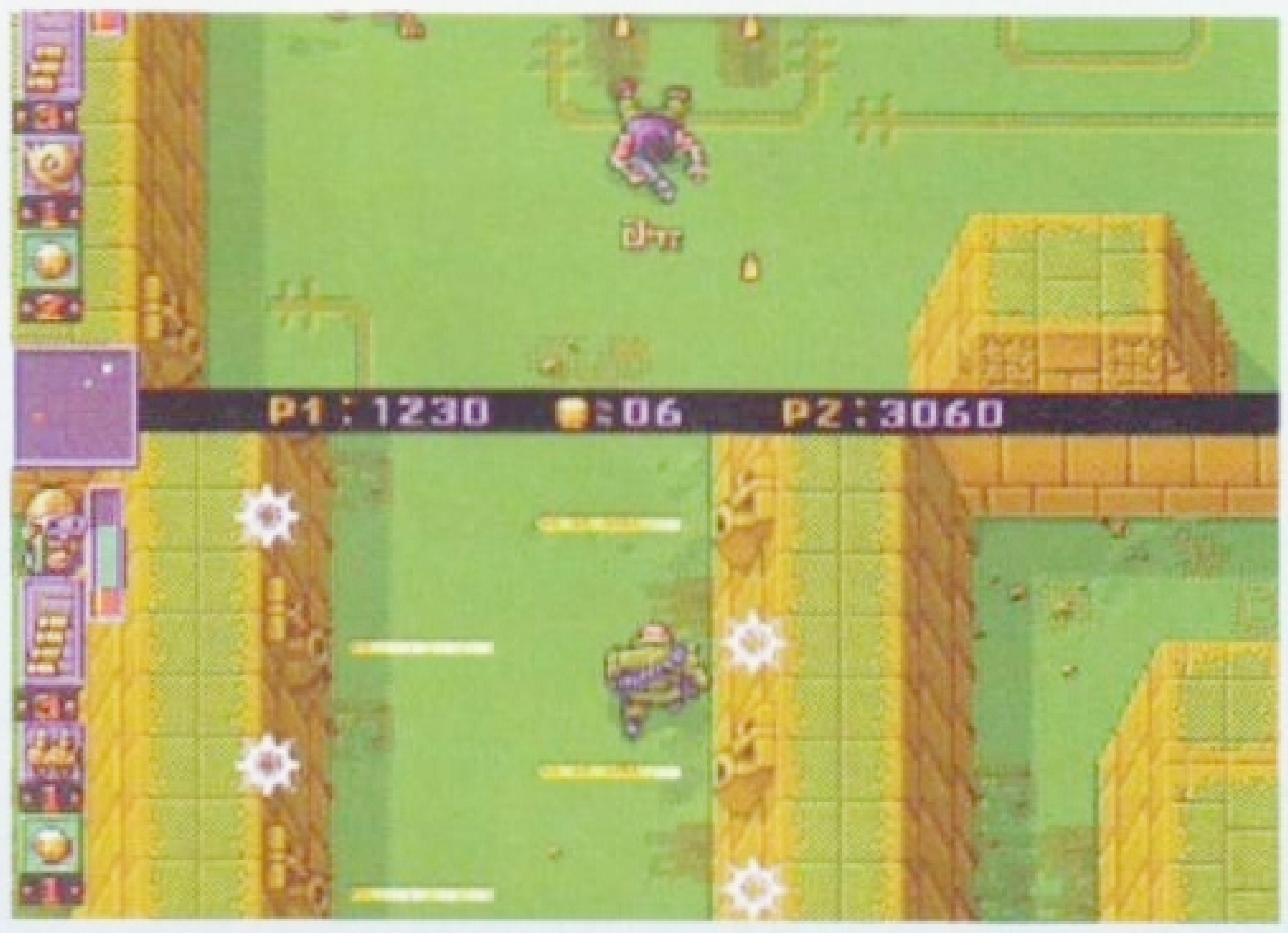
Greed would like to present you with their first Amiga game, *Kang-Fu*. The small dutch company have been working for the last two years on a platform game they're sure is going to be a winner.

Running on AGA CD machines only (A1200, A4000 and CD^{32}), the game follows the exploits of a kangaroo who must fight enemies, negotiate platforms and do all the sorts of things that kangaroos normally do when they are locked inside a platform game.

The technical specifications of the game look really good. Greed are claiming 50 frames per second animation on dual playfield HAM screens. Apparently over 750 individual frames of animation have gone into creating this ten level game.

In addition to this, the disc is full of Dolby Prologic (i.e. surround sound) audio soundtracks, and plenty of spot effects. This game was drawing a lot of attention at the recent European Computer Trade Show, but unfortunately we were unable to obtain any pictures.

Next month we will take a more detailed look at what promises to be a smashing game.



Split screen action in *Chaos Engine* the second.

CHAOS ENGINE 2 (TIME WARNER)

The long awaited sequel may just miss the very next issue, which is a shame since after the preview version we saw at ECTS, we can't wait to play it. The main difference between this version and the original is that two players now compete to collect treasure and complete the levels. If your mate isn't any good, the computer will take you on using some rather cunning AI routines (which were a real pain to debug) which adapt depending on how good you are. It's a shame Scottie is no longer with us, as we'd have loved to take turns giving him a good thrashing at this one.

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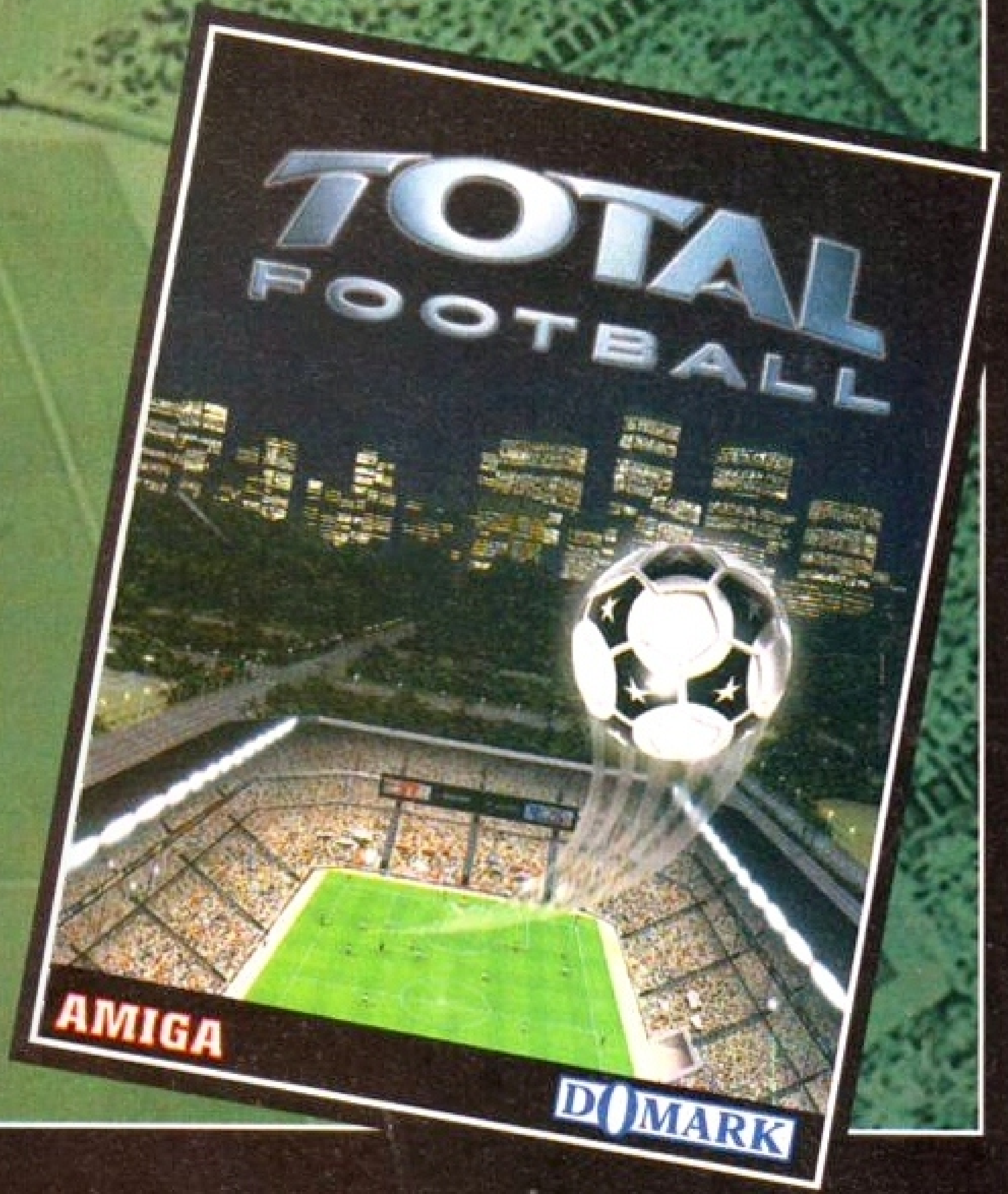
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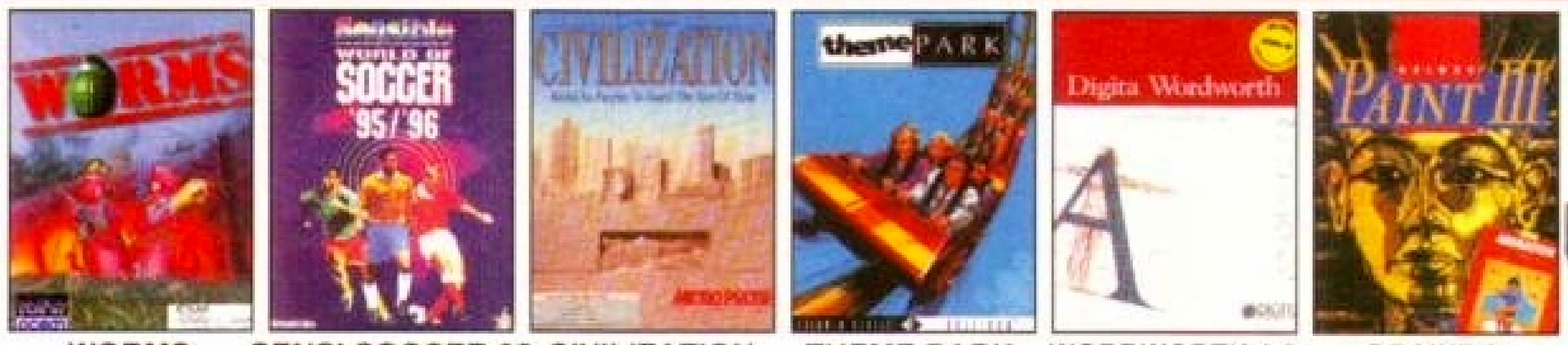
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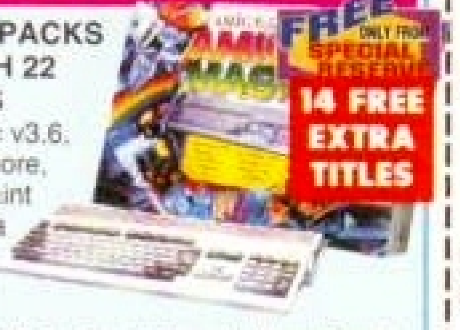
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Steve Bradley reckons that this vertical shoot-em-up is one of the most interesting to emerge for an age...

What it lacks in a name it makes up for in appearance.



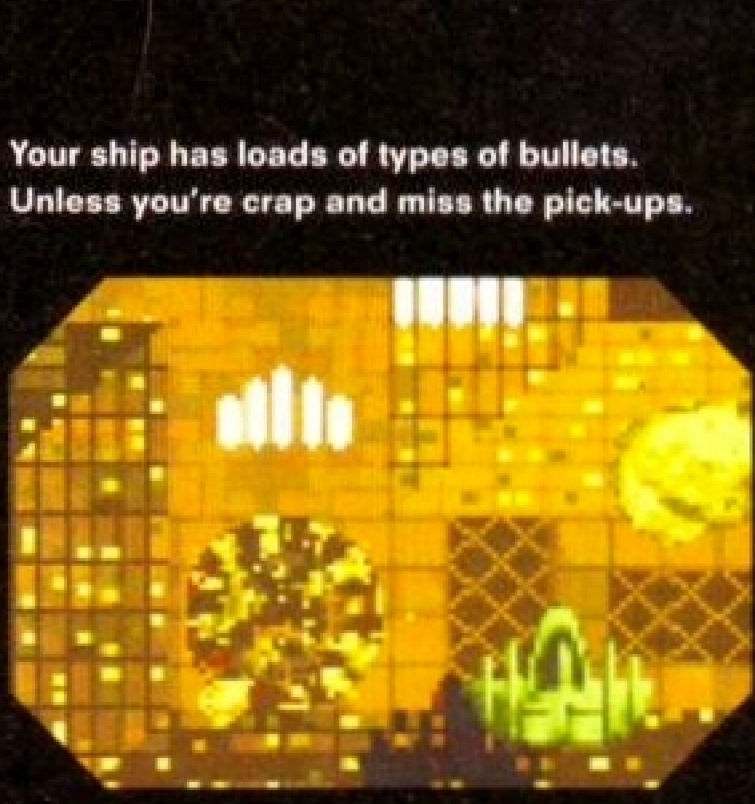
So *XP8* isn't the most inspirational of names. It isn't the wailing of a female spirit warning of impending doom a-la-*Banshee*. Nor is it a gathering of distant stars which appear to the observer as a cloud of dust that is *Stardust*. It isn't even a Seventies rock 'n' roll film with David Essex and Ringo Starr. It's '*XP8*', or '*expiate*' – to atone or make redress or make amends. The name still, slight cough, SEUCK's.

No matter. *XP8* is a vertically scrolling shoot-em up, that most immediate and rewarding of game genres. And it comes forth from the county of Surrey from a team who afford themselves the name, WeatherMine Software. WeatherVane would have been nice but that's by-the-by. You've never heard of them anyway so it matters not a jot. It's quite possibly their first, ahem, byte at the cherry.

Doesn't *XP8* look nice? Take a peek at some of the screenshots, (oh, you have already?) screenshots which, incidentally, do little justice to the pristine quality of the visuals. You really do wow at the ray traced spacecraft upon loading the first of five, huge levels. Obviously, you're looking at an AGA game, here.

It's fairly obvious where the inspiration for the game has come from, the writers hint as much in their letter to the magazine. Core Design's fabulous *Banshee* and the splendid *Amiga Format* gold winning *Super Stardust* from Team 17 (*AF64* 90%). If you've never played *Banshee*, I urge

Your ship has loads of types of bullets. Unless you're crap and miss the pick-ups.

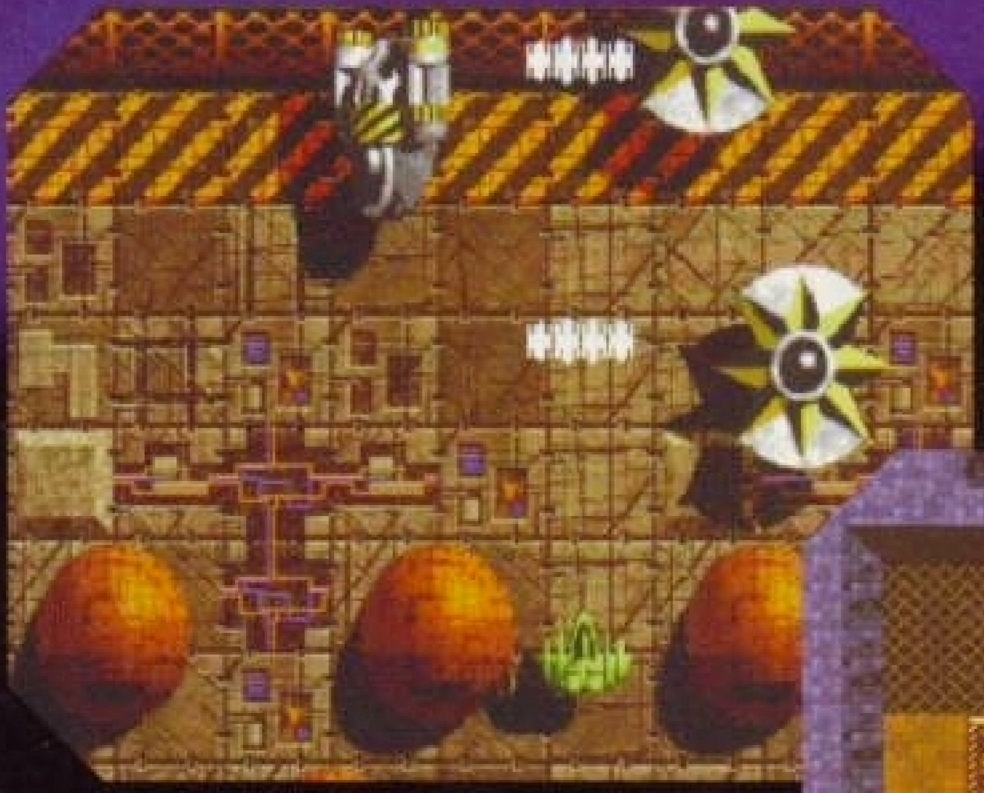


A close-up of your beautifully rendered spacecraft. If you choose to buy the game.





Kill turrets, kill towers, kill meteors, kill enemy craft. Kill, Kill, Kill. Avoid the buildings by zig-zagging across the screen but apart from that just blast everything in sight.



Look at those shadows. As a shoot-em-up, *XP8* is about as good-looking as they come.



Beware of some of the scenery. You lose health when you smack into the high bits.



The surface is like tiling. Only, on a roll.



you to go get hold of a copy. It's edifying fare enrobed with many excellent levels of blast-em action and embracing many neat graphical touches. Witness the women pushing prams across streets as you bomb the town, the sewage pumping from pipes into the harbour. Deft, indeed. It also has a simultaneous two player option which affords the opportunity for friends to fight like mad for the on-screen power-ups.

XP8 is much the same in format as *Banshee*, though in terms of visual presentation, it nods slightly in the direction of *Super Stardust*, 'asteroids for the nineties', as folk were wont to call it a couple of years back. *XP8* is set in space and like its 'asteroids-ian' counterpart, it's blessed with jaw lowering rendered ships and gorgeous explosions.

You're informed at the light of day what the mission objective is, then you dab the fire button and launch your ship into a barrage of objects. Like *Banshee*, when you eliminate turrets, towers, meteors and enemy craft so power-ups appear which boost your weapons and health and stuff. You zig zag across the screen avoiding buildings and blasting everything in sight. *XP8* is certainly no original. There really isn't much here that you won't have seen before but like predecessors *Banshee* and *Super Stardust* (OK, so SS has the rather splendid tunnel sequences), it's the quality of the execution that counts.

Many lengths have obviously been swam to ensure that the 'just so' factor is present throughout. With 128 colours and the caboodle moving at 50 frames per second, graphically the words 'super' and 'smooth' can be applied with ease.

There are 50 (count them, as they say) different rendered enemy craft and up to eight weapons to collect – each with five power increases. It's best played with a joypad where you can automatically change weapon without recourse to the keyboard. Cleverly, the programmers have included not only a simultaneous two-player option, but the devils have also gone and given us an option to morph the ships to give you full-on, demolish-everything-in-sight firepower. Both ships have to be on-screen at the same time but the actual playing area extends about 50 per cent of the screen each way. Much like *Banshee* the two-player option is a gas – you often completely forget which ship is yours because of the ensuing mayhem.

Considering WeatherMine are a small, in-yer-bedroom type outfit, *XP8* is an incredibly slick game. Any of the major players would surely have been more than pleased to release this? Such dedication, such attention to detail, such panache. Ahem. *XP8* is more than worthy of a purchase. You won't see too much stuff that you haven't seen before but it's visually stunning and a blast. We like.

The price is £19.99 including post and packing. Send cheque/IMO/PO to:
WeatherMine Software
50 Taleforth Road
Ashtead
Surrey KT21 2PY

XP8

Publisher
WeatherMine Software

Price
£19.99

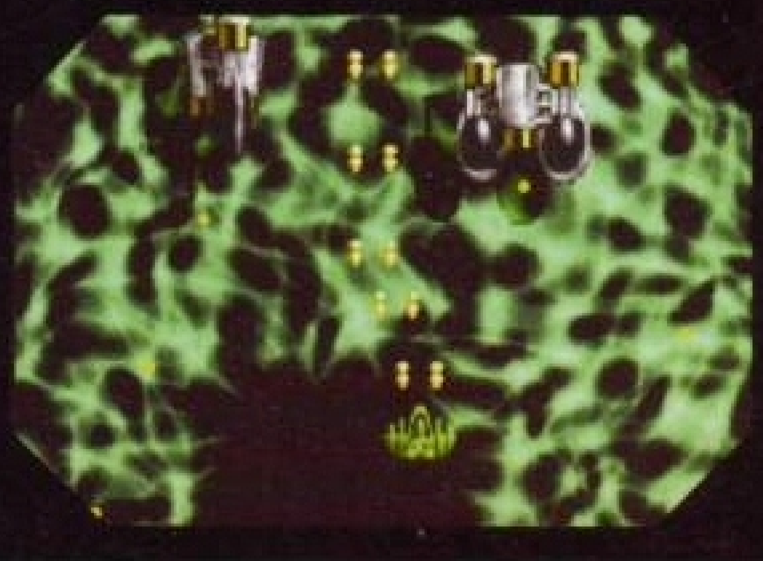
Versions
A1200/A4000

Release date
Post to WeatherMine

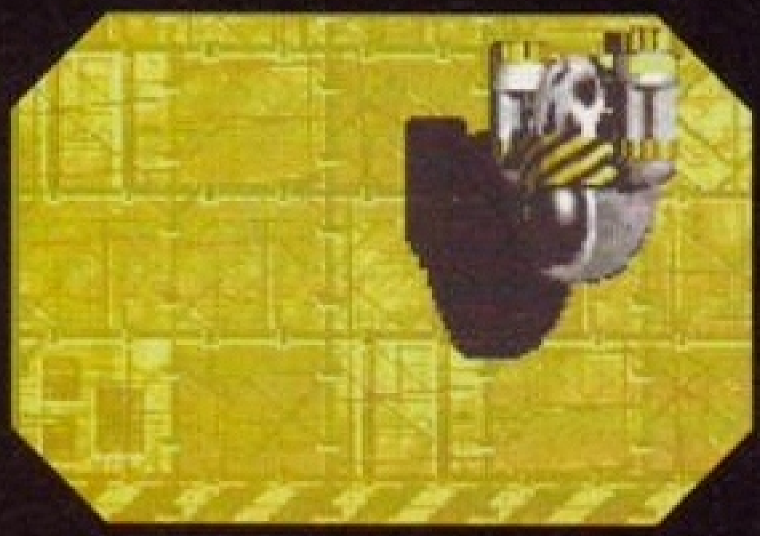
***XP8* is as stunning a vertical shoot-em-up as there has been for many a long month. The crafts are beautifully rendered and It's fun to play. Can't say fairer than that.**

85%

Impressive, 128 colour effects. 50 different spaceships and eight weapons to collect.



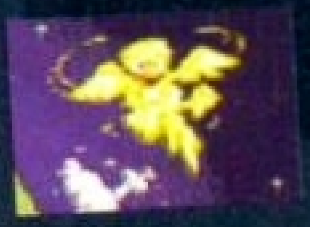
Considering WeatherMine are a small concern, the graphics are stupendous.





Travel through time and save the world. For that is your mission...

Time travel. World save. Shoot injuns and mummies. Steve Bradley sets forth to battle with the Legends...



Legends has been around for an age now. The game was finished some six months ago but, over the past year, coders Krisalis have concentrated their efforts on producing games for newer platforms and converting other titles for other mediums.

Thankfully, *Legends* has not been consigned to the dustbin, the publishing duties instead passed onto Guildhall Leisure, surely the most prolific of their ilk, in the past couple of years, as far as the Amiga is concerned.

It must have been two years (perhaps a little less) since Krisalis first dropped into the office with an early demonstration of *Legends*. They were then in the process of completing the first world and we at *AF* were all rather impressed.

At the time there wasn't anything like it available for the machine – the cutesy RPG style so far being reserved for Nintendo's *Super Famicom*. The *Zelda* series on the SNES has proved to be massive and it remains a mystery to this day why nobody thought the Amiga a suitable platform for this style of game. Are we regarded as being too serious? Do they think we spend all our time playing *Dungeon Master* and the *Ishar* series?



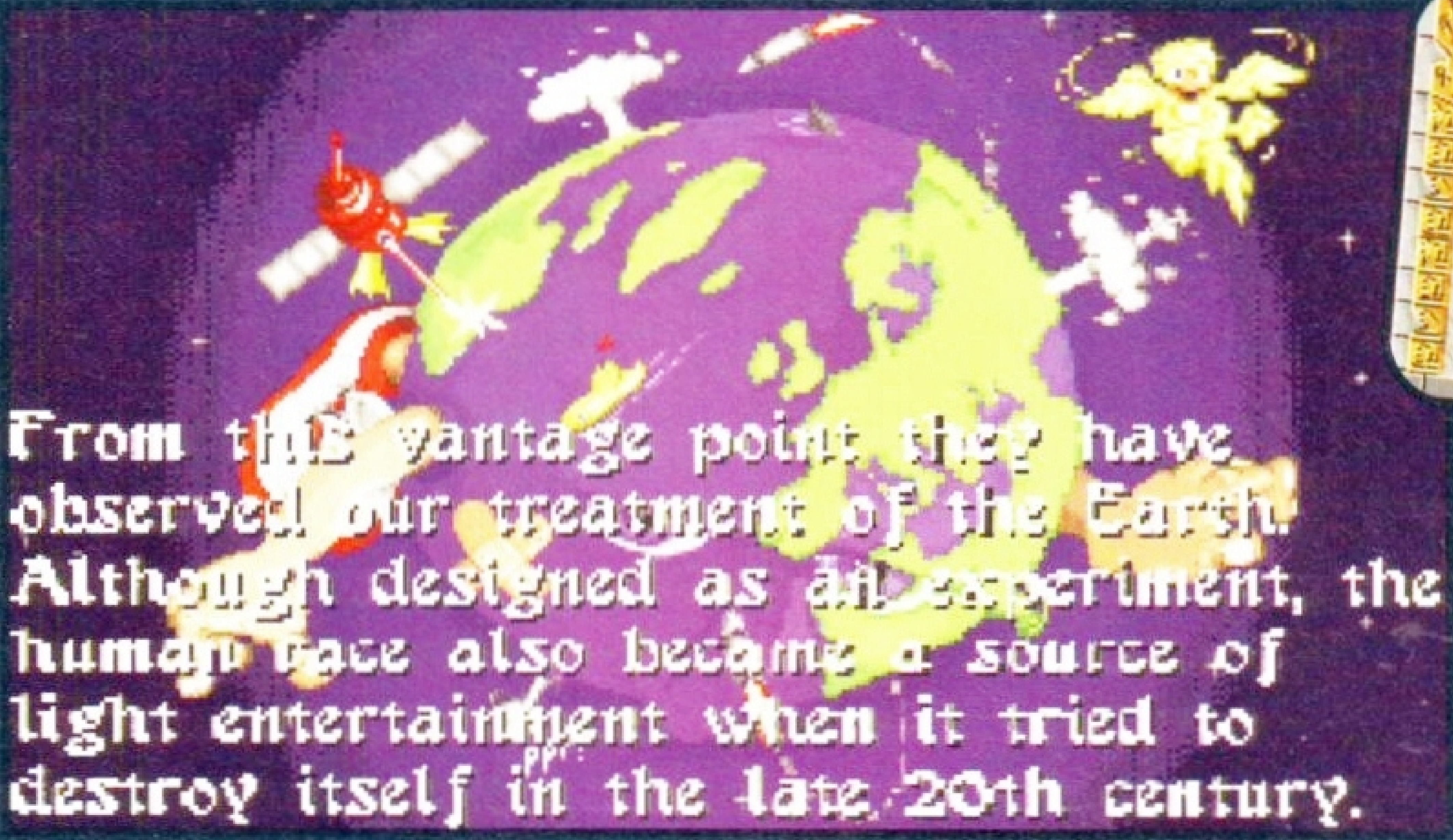
Always be prepared to check out every possible clue. It's an adventure, after all.



Aha, if only you had the key. You could then hop back to the first screen shot and sort it out.

Legends is a viewed-from-the-side-but-above role playing adventure game – take a look at one of the screenshots for the definitive perspective. You trot around the landscape in the guise of a fetching little fellow (OK, slightly cute) and

Continued overleaf ➡



The Earth as a source of light entertainment? Our friends from a faraway planet have obviously been watching Leeds United of late. Or Father Ted. Can you save the world from relegation to the Beazer Homes League of planets? There's work ahead...





Red Indian parents suffer the same problems as the rest. Just buy the youngster Scalextric.

rattle up to people to discover what they've got to say for themselves and discover if they can offer you any clues to aide your quest. Not all people are so friendly though, for instance, in the first world – a Red Indian camp some years past – your first task is to collect a bow and arrow. Within minutes you'll be getting chased by other dishonest injuns firing wildly at you, as well as others that prefer to give you a sound thwack with a fist. After the initial 'erbapetty (Arthur Daley used to say that) you discover that you can dodge and kill them without much ado and collect the resultant hearts which replenish energy – you lose plenty of health in the early exchanges.

The worlds are huge, too. The first is possibly the biggest – all right, so we haven't seen them all – but the games tester at Krisalis reckons that to complete the whole game takes six hours, and that's when you actually know what you're doing. So you can imagine the journey to enlightenment takes some time when you haven't the foggiest what's going on.

Some plot, perhaps with a biscuit? Well, basically, a couple of scientists have travelled back in time and handed powerful weapons to ancient civilisations who might want to do bad things with them. Hey, just a minute. Hadn't we agreed that the Indians in the Americas weren't exactly to blame for everything ever? Anyway, only the professor and his assistant can save the world. You're the assistant and you have to possess the souls of each particular place and clock on to the next job. Otherwise everything goes horribly wrong, i.e. you get fed up and go and watch *The Bill*, or something.



As luck would have it, the writers had the foresight to include a map.

For those not familiar with the *Zelda* genre, here follows an albeit brief description of what goes on. You're a cutesy platformesque character. You wander around the landscape and chat with people – not in speech, mind, just text. The people you chat with offer services or give you clues as to what the blazes is going on. More often than not, you don't have the requisite coins or keys or whatever to make use of the service offered, but at least you know that you need said coins or keys. A map offers assistance, too. Jingly-jangly music plays in the background and often there are secret games and hidden areas, as is always the way of these things.

America 1400AD is up first (the aforementioned Red Indian place - probably now a 'reserve' or a drive-in McDonalds perhaps). It's huge, probably the biggest world in the game. You're heap the little Red Indian and collecting (read 'finding') the sacred bundle is the goal. Dotted around are pick-ups which you slot in the inventory. The warp crystals allow you to beam to different parts of the reservation, firesticks are needed to blast rubble in order to open blocked entrances.

There is most certainly plenty of head-scratching even in the early parts of the game. You know you need certain implements but finding them is another matter.

What *Legends* glaringly lacks is a save option of any kind. The aforementioned first world is huge and it takes a deal of time to complete. A password is given upon completion of a world, but you can spend a couple of hours in America, die and have to start the bloody lot again. Having to retrace steps for an hour and more is asking a darned lot.

Each of the worlds has guardians



You're the chap on the left. Your arrows hit the wall while his sail effortlessly towards your gut.



Quite clearly, you can walk on water. Look to your left. He's most certainly walking, and it's on blue stuff.



Gadzooks. In Medieval England you occasionally turn into a frog. In the Australian level you turn into a six pack of Four X. Okay, a lie.

In the winking of an eye, a big face comes out and you start levitating. It's the damn truth I tell you.





How to get past the bouncer into the nightclub? You'll be needing a ticket.



The Egypt level is mercifully smaller than the Red Indian one. You can get through it in a day.

and sub games (America – worm bashing, England – duck shooting, Egypt – alien bashing and China – the Great Wall dash). In America you battle swooping eagles and bears, in Egypt, crumbling mummies while Medieval England harbours the giant Robo Knight – he, rather unfairly, carries machine guns. Oh, and there's a fire-breathing dragon to contend with. Once you've got the hang of controlling the little fellow, you can dodge most of the enemies that come your way. Often as not, they've got a set movement pattern so you can sit tight and await time and space then tinker on through.

Legends is a quirky, enjoyable game. You can enjoy it even after scratching your forehead to the flesh. Because your enemies constantly regenerate you can always boost your health by killing them again and again. This is rather a pain at first but soon becomes a blessing. You know if you lose energy, a few easy killings will boost you back to maximum health.

Each world offers its own challenges and visual variety. In Egypt you come up against wandering mummies and Tutankhamens and bouncing and, erm, sharks. Anyway, In Medieval England witches hover the trees, soldiers hunt and occasionally you change from human to frog, which is rather a shock first time around. You won't get bored of the scenery. The only problem is that you'll struggle so much on the first, enormous stage and have to start it so many times (because you can't save your position) that the initial enthusiasm you worked up for *Legends* dies a death before any progression is made.

But there is no doubt that much time and energy has gone into producing *Legends* and it's gratifying that games like this are still appearing on the Amiga. The PC version was coded by Pete Harrap, a veteran of the industry.

Although it looks a cutie, *Legends* is a horribly stubborn cookie, a game that requires patience, tenacity and puzzle-solving know-how. You won't regret buying it because you'll almost certainly get your money's worth.



The space ship shoots around a space reserved for crop circles. True, honest.



LEGENDS

Publisher
Guildhall Leisure

Price
£29.99

Versions
A1200/A4000

System requirements
AGA

Release date
May

8/10 GRAPHICS Tutancartooney. Especially in Egypt. The visuals are grand, anyway.

7/10 SOUND Musicey. As luck would have it. You won't tear your hair out, at least.

8/10 ADDICTION Oh yes, it is, even when you haven't the faintest idea what to do.

8/10 PLAYABILITY A save option would have made us happy.

OVERALL VERDICT

A sprawling Zelda-esque RPG adventure. Don't let the cute exterior fool you – Legends is mighty tough, but worth persevering with.

86%

They're games. They're by readers. In fact, they're...

Reader Games

Welcome again to another dose of games that have some qualities that set them apart from the rest – they've all been designed and written by you, the readers. We're not looking to take cheap shots at the lamentable (though some do deserve it), we're here to give constructive feedback to those readers who've put their blood, sweat and tears into creating what they think is a top game. Onwards...

GAME: ZOMBIES
AUTHOR: ADAM GORE
LANGUAGE: BLITZ BASIC 2

The inspiration for this A1200 only game is very obviously *Alien Breed* because that's pretty much what *Zombies* is all about. Your viewed from above character is trapped inside a maze of rooms with numerous aliens wandering around. The rooms are mostly locked so the player walks over keys which can then be used to open the doors. Contact with aliens causes much harm and usually death, so the player's armed with a gun with which to shoot the baddies – all very familiar stuff.

Adam's pinched his ideas wholesale but he's implemented them well. The graphics are of a high quality (though a little dark) and the sound too is certainly adequate if not remarkable. The gameplay is good – the player is able to make use of his superior speed and ability to move diagonally to get enough distance between himself and the aliens in order to kill-em off and though there's not a huge amount to the game it's been well thought out and carried through.

Although *Zombies* is way too derivative and simplistic to make it in today's commercial world, Adam demonstrates that he's paid great attention to detail and has ensured that the game has a high degree of playability.

VERDICT: GOOD GRAPHICS AND SOUND COUPLED WITH GAMEPLAY THAT WORKS AS IT SHOULD. ULTIMATELY THOUGH *ZOMBIES* IS A NOT-QUITE-AS-GOOD VERSION OF *ALIEN BREED*.



You're the chap in the middle of the screen. Those other guys are zombies and must die at all costs.



You're stood next to a key. Keys are a very valuable item and intrinsic to the gameplay as they allow access to locked rooms. Makes sense really.

GAME: BLOB KOMBAT
AUTHOR: DAVE MCGLASHAN AND DAN BLACKBURN (PINK PIG SOFTWARE)
LANGUAGE: BLITZ BASIC 2

This A1200 or A4000 only game is simplicity itself. Two or three players (there's no option to play solitaire in *Blob Kombat*) each control a small blob that they must then bounce around the screen in an attempt to land their blob on top of their opponent's blob. Every time one of your opponents lands on your blob you lose a life. Lose all three lives and you're dead, the last one standing is the winner.

The idea's simple, the graphics are simple and the gameplay takes but a few seconds to get the hang of, but as long as you've got someone to play with, *Blob Kombat* is immense fun. Although almost any competitive game that requires two or more humans to play is bound to be entertaining, *Blob Kombat*'s sheer simplicity keeps it addictive. There are few fancy scenery tricks, just a couple of platforms here and there with a few lifts and other features for the players to make use of. There is one gameplay feature though that helps to make *Blob Kombat* the playable fun it is and that's the inclusion of special bonuses and power-ups. Smaller blobs appear at random positions around the screen and when collected can affect your opponents blobs dramatically – including freezing them for a few seconds while you then bounce around the screen wreaking havoc.

Blob Kombat is great fun. It's not flash, it's not fancy and although it does eventually become repetitive and tedious it's got more than a few laughs built in.

VERDICT: VERY SIMPLE GRAPHICS AND VERY SIMPLE GAMEPLAY COMBINE TO MAKE A VERY ADDICTIVE GAME. IF YOU'VE GOT A FRIEND OR TWO AROUND THEN *BLOB KOMBAT* PROVIDES QUITE A SLICE OF HIGHLY COMPETITIVE ENTERTAINMENT.



Blob Kombat. That's you in the middle of the screen aiming to jump and land on your mate's head.



Grab that little blue blob to the right and you can then freeze your opponent to the spot. This makes the job of jumping on his head a whole lot easier...

GAME: EMOTIONAL CONFLICT
AUTHOR: ASA MARGETTS
LANGUAGE: AMOS PRO

This is a text and graphics adventure game. Well, it would be if it had more than three or four graphic locations. Asa admits that it's a bit short and a bit easy but promises more to come. Here's a brief taste of what it's all about:

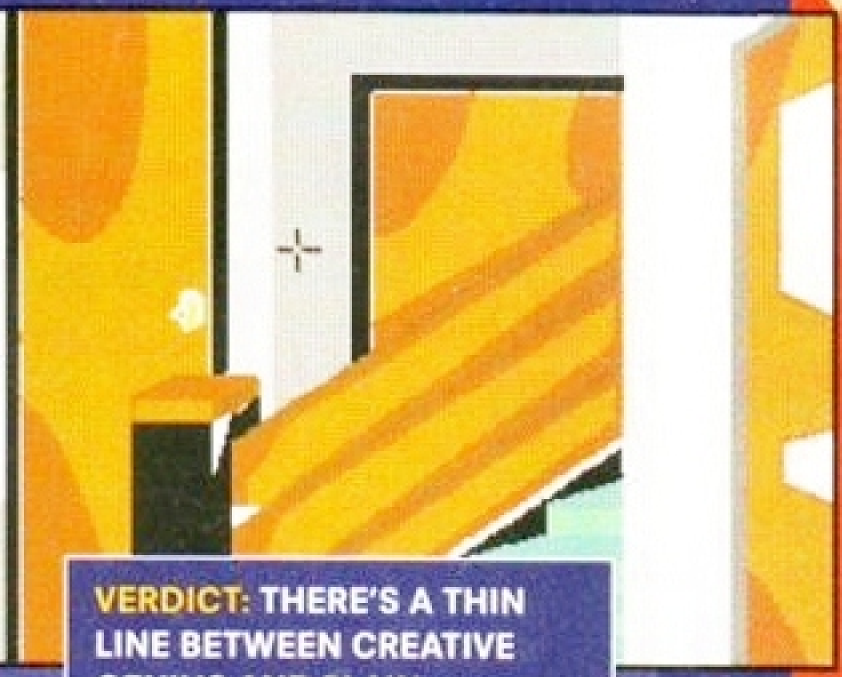
You start in your hallway at home. You wander round, meet a woman and ask who she is. She tells you she's your mum, which you accept and wander off. You later discover that you need to somehow get hold of some money and as she's the only other person in the house you figure you've got to get the money off your mum. Now, if you've played adventure games before you'll realise that one golden rule is pick up just about anything you get the chance to, which is how come you end up with the lounge's cactus plant in your pocket. You head back to your mum and the same conversation happens but now there's more:

"Oh yeah, I forgot, here I got you a plant"

"Thank you, here's a fiver for being so nice."

Silly, illogical, primitive but actually quite entertaining. The language is a bit suspect, but *Emotional Conflict* shows signs of promise. If you happened across a fuller version it would give you a couple of hours of chuckles. Maybe.

Emotional Conflict has some fine graphics, but there aren't enough of 'em.



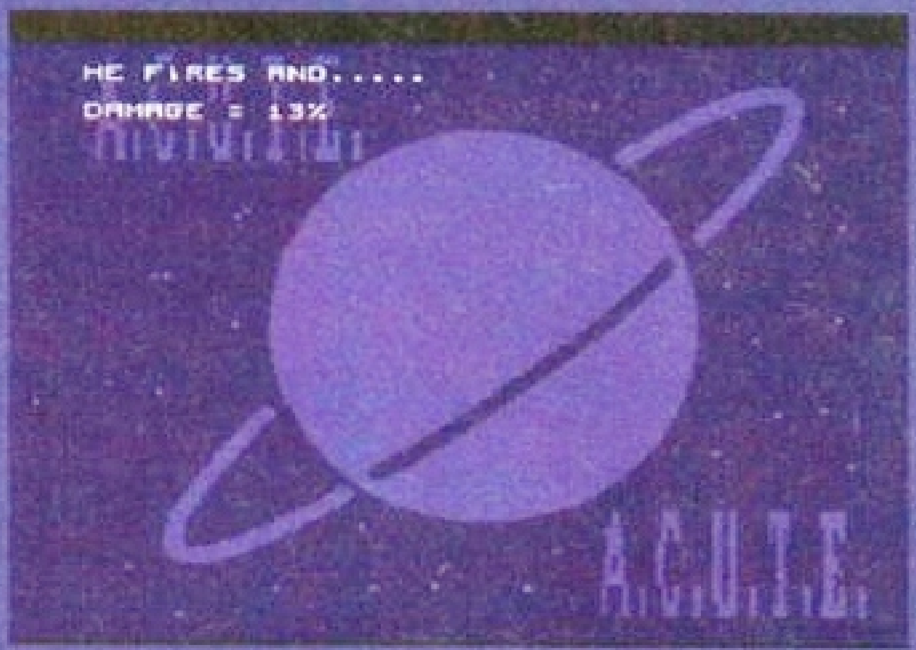
VERDICT: THERE'S A THIN LINE BETWEEN CREATIVE GENIUS AND PLAIN BONKERS AND *EMOTIONAL CONFLICT* IS VERY MUCH IN THE LATTER CAMP. ENTERTAINING FOR 10 MINS.

GAME: A.C.U.T.E.
AUTHOR: ROBIN ANDERSON
LANGUAGE: UNKNOWN

This is included in this month's selection simply because it's so bizarre. The game is, basically, a text only version of *Elite*. There's trading and there's combat but you won't need a joystick to play. You start out at a star system, you buy some goodies, you check the galactic map, find a star system that will pay well for the cargo you've bought and then simply enter the number of the star you want to go to. That's it. You then sell your goodies, buy some other goodies and look for another star that offers a profit on your new cargo.



This is about as exciting as Acute gets – except when you're in a stunning zero gravity dogfight.



And here is what you can expect to see when you are in one of those stunning zero gravity dogfights...

There's even text only combat. The screen informs you pirates are attacking. You then have the option of either fighting them or running away. Choose to run away and the game simply dumps you at a random star. Choose to fight, and you're treated to the game's combat structure. Now it's a case of pressing Enter every few seconds to resolve the combat.

It's completely mad. There's absolutely no reason in the whole world why you'd want to play this game and yet there's something so addictive about it! You just can't resist buying another load of Chemical Weapons (1673 credits at star 54) and making another 'run' (50,567 credits at star 14). Money comes easily, and the temptation is to just keep upgrading your ship (more cargo holds, better lasers and shields) and making more and more money. The fun wears off in minutes, but the compulsion to keep going will have you at the keyboard for hours (there's no save option which is a crying shame).

VERDICT: ABSOLUTELY NUTS. JUST THINK ABOUT IT, A TEXT ONLY VERSION OF *ELITE*! IT'S CRAZY! AFTER TWO DAYS SOLID PLAY I STILL HAVEN'T GOT A CLUE WHY I KEEP COMING BACK TO IT! LET'S, FOR GOODNESS SAKE, HOPE ROBIN NEVER DECIDES TO CREATE A TEXT ONLY VERSION OF *LEMMINGS* OR *ZEEWOLF* OR SOMETHING!

GAME: JINX
AUTHOR: CARL SYRES (CYNET SOFTWARE)
LANGUAGE: BLITZ BASIC 2

Jinx is a diamond collecting puzzle game reminiscent of a game called *Xor* that appeared on the Atari ST. The player controls two characters who must work together to collect a set number of diamonds from each of the game's 25 levels. But, of course, it's not that simple. Most of the diamonds are tied up in traps and puzzles that the player must solve in order to extract them.

The traps and puzzles are all logic problems that involve various objects that must be manipulated by the player. Teddy bears for example can be pushed but only move one way. Beach balls can be pushed but only fall, rubber ducks will keep moving in the direction they're facing until they come up against another object or wall and exploding bottles can only be triggered when something collides with them, say a teddy bear, rubber duck or beach ball.



Jake and Jobe ponder how they're going to get the diamond. If the duck gets out it'll shoot across the screen and hit an exploding bottle which will destroy a diamond...

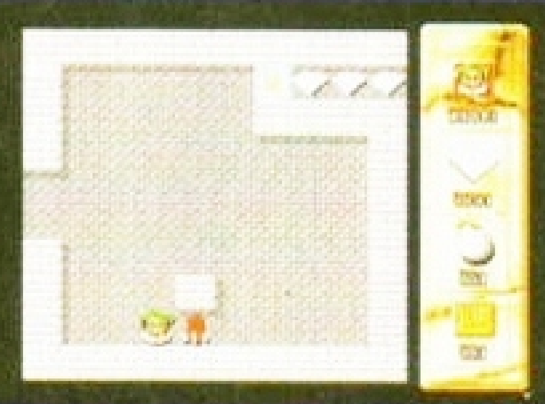
Each level comprises several screens and the set number of diamonds varies from level to level. The two characters often have to work very closely together, for example, you may want to move an exploding bottle from one platform to another and will have to use Jake as a bridge while Jobe pushes the bottle across. You only control one character at a time but switch between them by pressing Fire.

Jinx is tremendous. You've got to like puzzle games, but if you do, find yourself a copy as soon as you can. The graphics and sound are good and the gameplay is of the highest quality. Absolutely fabulous.

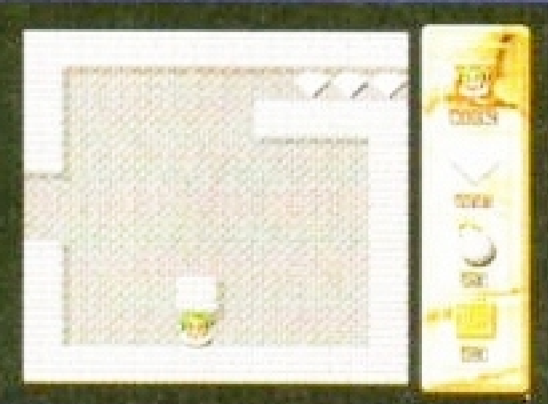
VERDICT: PUZZLE GAMES ARE TRADITIONALLY HARD TO MARKET SO IT MAY BE DIFFICULT TO CONVINCE A PUBLISHER THAT *JINX* IS WORTH TAKING ON, BUT THERE'S NO QUESTIONING THE QUALITY OF THE GAMEPLAY AND IF *JINX* WERE EVER TO BECOME A FULL-BLOWN COMMERCIAL RELEASE IT'S HARD TO SEE IT RECEIVING ANYTHING OTHER THAN A FORMAT GOLD.



...put a couple of teddies in the way though and the duck won't be able to get out. Clever stuff eh?



That blue block bars the way. But push the rocket and it'll shoot up destroying the block...



...there you go. Just one of the many, many puzzley bits in the excellent game that is *Jinx*.



TIMEKEEPERS EXPANSION DISK

If you thought the first incarnation of Timekeepers was hard, then check out this. Coders Vulcan have gone and written 60 REALLY TOUGH levels. Steve Bradley tears hair...



The *Timekeepers* line up at the start of each level. The best thing to do is pause the screen and ponder the situation before a few of them wander off to certain death.

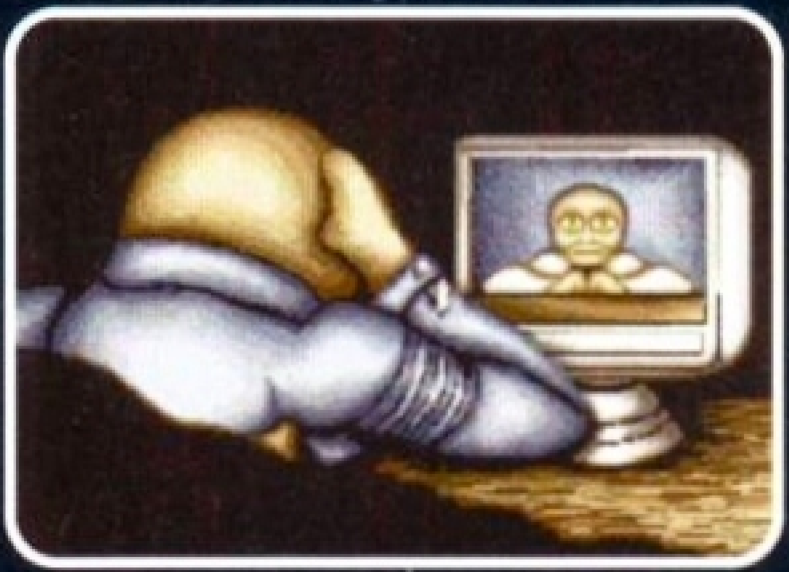
Timekeepers arrived slap bang in the centre of the 'warm front' last Summer, and you'll remember it was hot, really, really hot. The difficulty of some of the levels had me gnashing like Dennis the Menaces black-fleeced canine chum. The heat cannot have helped. In retrospect, our award of 65% was perhaps a little harsh for a game which was only £12.99, a game that required both patience and perseverance in equal measures. Still, 65% in an exam would get you a B+ so maybe it was fair. C'mon, only the swottiest among you wouldn't settle for B+.

Anyway. *Timekeepers* is a puzzle game, a point 'n' click fellow in the *Lemmings* mould only a little less exasperating (speaking as someone who never quite took to the Lems in the first place). A platoon of alien fellows (who happen to wear green underpants) need to be led from one side of an arena to the escape hatch at the far side. In the way are broken bridges, fire, lumpen objects, enemy soldiers – in fact just about anything you'd care to mention will get in the darned way. You have various icons at your disposal which make the chaps jump, bellow, walk in certain directions, click switches and the like. Imagine if you took a party of 15 small French children on a tour of the sights of London in the middle of Summer. It's that kind of hair tearing scenario.

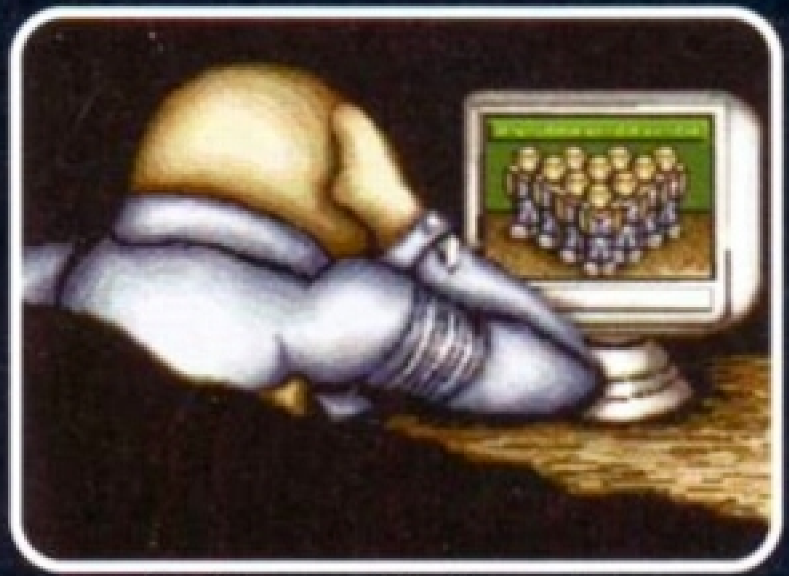
The first game has 60 levels split into four distinct worlds (in effect, different time zones). The update disk has 60 levels split into four distinct worlds. Only it costs less, although you do need the original game to use it. Graphically, there isn't a great deal of difference. No, our friends at Vulcan Software have only gone and spent their time on MAKING THE GAME HARDER.

So it's more of the same, only trickier. You cannot help but get rather attached to the little fellows you send out to scout a route to safety for the rest of the pack. To hear their anguished squeal after they walk into an enemy soldier or a fire is a mite painful, particularly because their death was down to your carelessness.

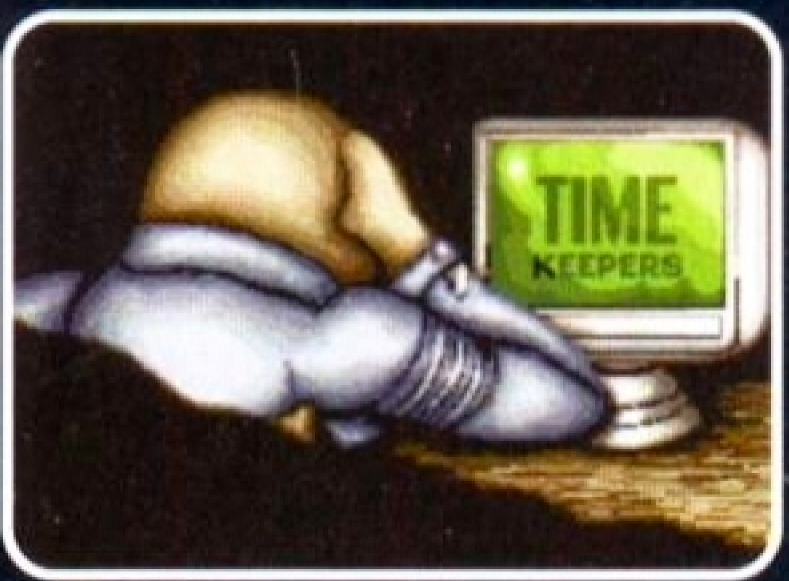
If you enjoyed the original 60 levels (what do you mean you completed them?) and more-of-the-same-but-harder sounds like a fine thing then hesitate not. It's only £6, after all. And what can you get for that these days? OK, we didn't mean during happy hour.



The hater of the Earthlings is after you...



... so take this gang of baldies and...



... okay, the *Timekeepers*, and SAVE US.



Crivvens man, they're all wearing green underpants. They look rather shameful, actually.

TIMEKEEPERS

Publisher
Vulcan Software

Price
£5.99 (*mail order only)

Versions
Generic

System requirements
1Mb

Release date
Out now

***Available for £5.99 (inc p&p) from Vulcan Software, Vulcan House (seriously), 72 Queens Road, Buckland, Portsmouth, Hants PO2 7NA**

GRAPHICS 7/10
Updated a little from the original

SOUND 8/10
As before. Wonderfully bellowing

ADDICTION 8/10
It's called perseverance. Very tricky but yes, addictive

PLAYABILITY 7/10
Shame the screen doesn't scroll automatically. Damned hard, as well.

OVERALL VERDICT

At six sovs you cannot argue with this. The 60 levels will keep you busy forever and two days.

85%

GameBusters

Some useful hints, some handy cheats and an indispensable guide to successfully managing your own championship football team.



Championship Manager: Possibly one of the best football management sims of all time.

CHAMPIONSHIP MANAGER

William Downey from Oxford has played 15 seasons of *Championship Manager* and now decided that he's gleaned enough knowledge to design his very own guide. So, here it is.

THE BEST TEAMS AND HOW MUCH MONEY THEY START OFF WITH

1. **Man Utd** .... £10 million
2. **Blackburn** .... £17 million
3. **Arsenal** .... £10 million
4. **Newcastle** .... £6 million
5. **Liverpool** .... £4 million
6. **Aston Villa** .... £3 million

THE BEST DEFENDERS

Coleman .... Crystal Palace (no good in attack)
Chettle .... Forest
Warhurst .... Blackburn (best position is defence)
Babb .... Liverpool (best at left back)
Watson .... Newcastle
Copper .... Forest
Campbell .... Spurs (best at left back)
Mattio .... Liverpool
Minto .... Chelsea
Short .... Derby
Tiler .... Forest
Jones .... Liverpool
Curle .... Man City
Charles .... Derby
Awford .... Portsmouth
Williams .... Forest
Scales .... Liverpool
Unsworth .... Everton
Branch .... Tranmere
Irwin .... Man Utd
Hottiger .... Newcastle (be careful – you lose a lot of money when he goes abroad).

■ **They won't score goals and some of them may give away pass backs.**

THE BEST MIDFIELDERS

Prembridge .... Derby
Speed .... Leeds
Giggs .... Man Utd
Batty .... Blackburn
Lee .... Newcastle
Sherwood .... Blackburn
Stone .... Forest
Anderton .... Spurs
Woan .... Forest
Daley .... Wolves
Keane .... Man Utd
Sharpe .. Man Utd
Kelly ...... Leeds
Rednapp Liverpool
Polleck Middlesborough
Marsh .... West Ham
Simpson Derby
Sinclair .. QPR
Ward ...... Crew
Lampty .. Aston Villa
Wilcox .. Blackburn
Draper .. Leicester
Berry .... Milwall
Allen ...... Oxford
Harks .... Derby
Thomas .... Liverpool
Flitcroft .... Man City
Merson .... Arsenal
Newton .... Chelsea

BEST ATTACKERS

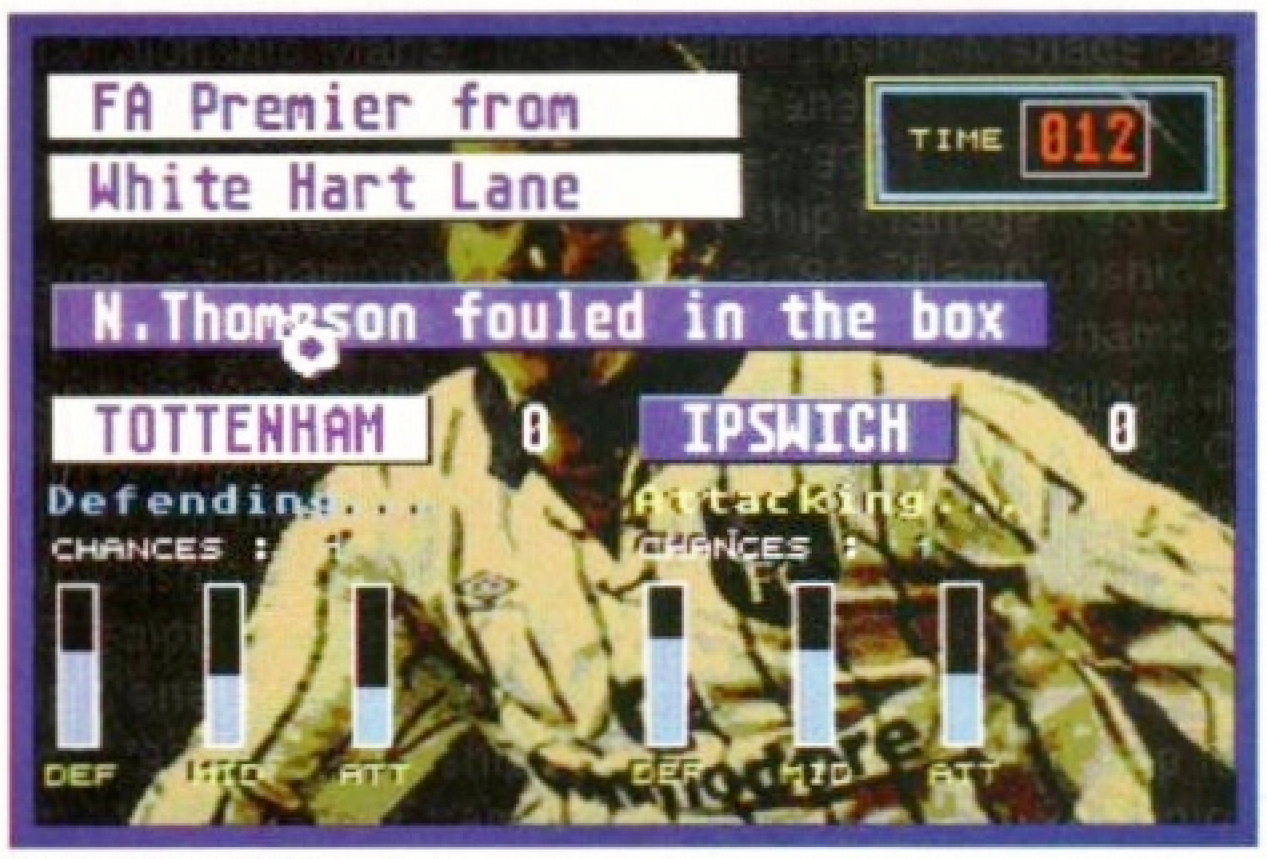
Sutton .... Blackburn
Fowler .... Liverpool
Clough .... Liverpool
Clark .... Newcastle
Wright .... Arsenal
Melli .... Italy
Verri .... Italy
Collymore .... Forest
Hunt .... WBA
Bull .... Wolves
Bart-Williams .... Sheffield Wednesday
Johnson .... Derby
Sheron .... Norwich



Championship Manager: Be careful who you buy.



Championship Manager: Keep an eye on what's going on and who's doing what. There are definitely lessons to be learnt from certain player's performances.



Championship Manager: Coleman may be a great defender for Crystal Palace but remember that he's not quite as impressive in attack.

Hignett .... Middlesborough
Walsh .... Man City (only good for the first season)
Hutchinson .... West Ham
White .... Leeds
Cantona .... Man Utd
Bright .... Sheffield Wednesday

● **BEST GOALKEEPERS**

James .... Liverpool
Walker .... Spurs
Flowers .... Blackburn
Miller .... Middlesborough
Watson .... Barnsley

● **THESE PLAYERS NEED TO BE RESTED FOR AT LEAST 2 SEASONS**

DEFENDERS

Lewis .... Leicester
Watts .... Sheffield Wednesday
Harkness .... Liverpool
Stubbs .... Bolton
Dodd .... Southampton

MIDFIELDERS

Hall .... Southend
Butt .... Man Utd
Thompson .... Bolton
Parlour .... Arsenal
Oaks .... Luton
Lawton .... Man Utd
Burley .... Chelsea

ATTACKERS

Whelan .... Leeds
Jones .... Liverpool
Hartson .... Luton
Dickov .... Arsenal
Scoles .... Man Utd
More .... Middlesborough
Barmby .... Spurs
Kamisky .... Forest
Joachim .... Leicester

● **DO NOT BUY THE FOLLOWING PLAYERS**

Shearer.................... Blackburn
Cole .... Newcastle
Kitson .... Newcastle
Rosler .... Man City
Armstrong .... Crystal Palace
Spencer .... Chelsea
Roy .... Forest
Ince .... Man Utd
Flo .... Sheffield Utd
Ruddock.................. Liverpool
Rush .... Liverpool
Le Tissier .... Southampton
Quinn .... Man City
Conte .... Italy
Salako .... Crystal Palace
Sharp .... Leeds

William points out that although some of these players perform well and get called up to the International squad, they will not score goals and some of them may give away pass backs.

If you get these players on loan they may fool you. William got Spencer on loan and he scored five goals in three games but when he actually bought him he only scored one goal in 18.

● **SUPER SUBS**

Shipperly .... Chelsea
Gabodini .... Derby
Lee .... Forest

● **BEST FORMATIONS**

c = centre
l = left
r = right
s = sweeper
s = support
f = forward
b = back
a = attacker
d = defender
m = midfielder

1. SW, DL, DR, MBC, MC, MFC, S, AC, AC, AC
2. SW, DL, DR, DC, MBC, MC, MFC, S, AC, AC
3. SW, DL, DR, MLF, MRF, MBC, MC, MFC, AC, AC

● **HANDY TIPS**

1. Never have your goalkeeper as captain.
2. Sell defenders and goalkeepers when they reach the age of 28.
3. If there's someone you want to buy but he won't come to you, take over Blackburn, then let Blackburn buy him, then list and fine him and if your club has enough respect he should come to you.

WORMS

The elusive GBH has been busy again with some cheats for *Worms* on the A1200. On the title screen type
'TOTAL WORMAGE'
with one space between the words Total and Wormage.

The screen will change colour and you can start playing with three sheep and one banana bomb. These can be increased via the Options menu.

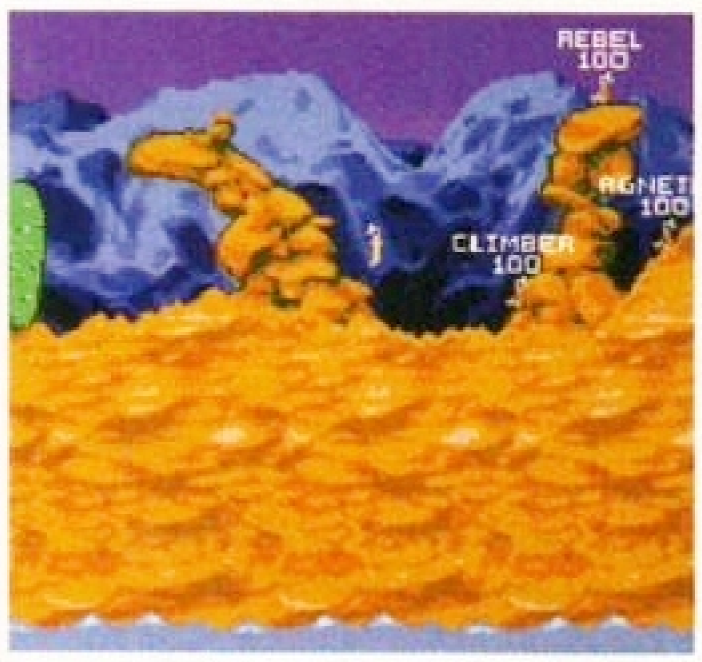
Matt Mecham from Gosport is another *Worms* fan. He's been playing the game all day and all night and he's discovered a few things he wanted to tell us about.

● **SECRET PROD MOVE** To access the prod move, stand next to an opposing Worm and press away, away, towards, towards. Have fun watching the poor harmless worm slide down an icy slope and into a mine.

● **DESIGNING CUSTOM SCREENS**
After designing a screen, save it like:
'name.gfxy.WRM'.
Substitute the letters for numbers (1-5), g for gravity, f for friction and x,y for the sea colours. Put the gravity and friction to one for high leaping slidy frolics. To add a message that will appear on the *Worms* screen when the customs level has loaded go into Workbench and bring up the information box on the *DPaint* icon (or whatever paint package you used). In the comment box type your message in capitals. Press enter and click on save.

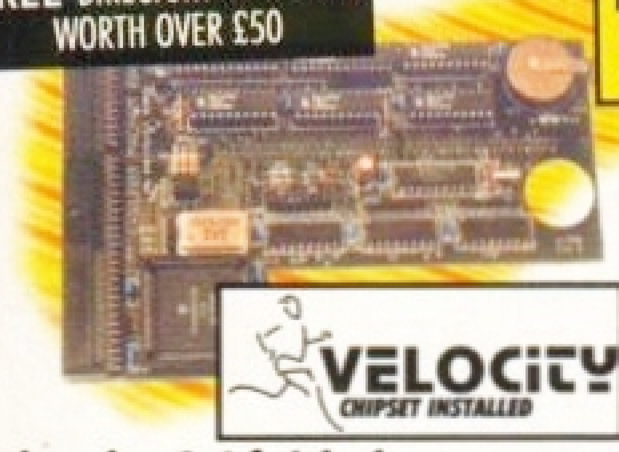
■ **put the gravity and friction to one for high leaping, slidy frolics.**





Worms: On the slippery slidey slope to destruction. Hurrah, Hurrah.

Worms: Get ahead and start the game with three sheep and one banana bomb.



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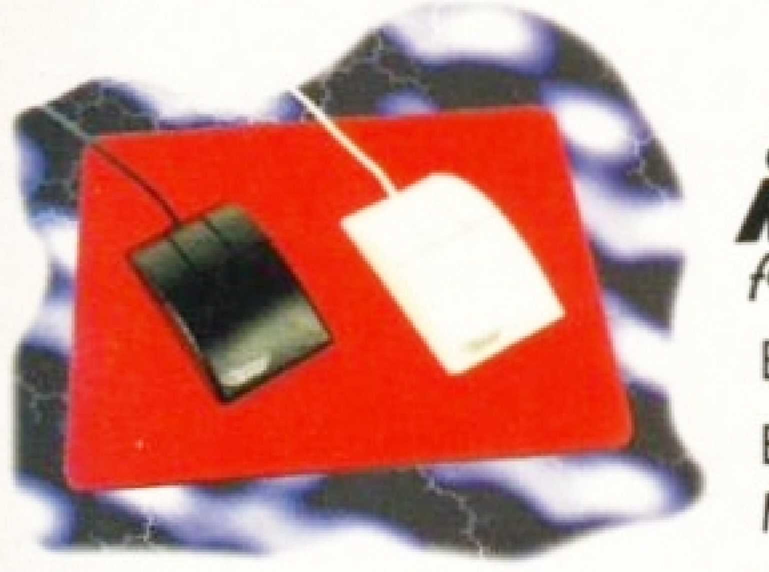
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PD select

Simon Carless rummages through the latest offerings from the Public Domain and selects only the very finest to review for you this month.



MAMA: The opening screen from *MAMA*. It's a non-commercial musical release that allows you to experience different melodic sounds from all over the globe.



MAMA: Click on the flashing country on the spinning globe.



MAMA: There are seven different tunes to choose from.

MAMA

MUSIC

By ....Banal Projects
No of Disks ....Three
Available from most good PD libraries.

Heinously ignored by a lot of people on its release last year, this wonderful product is a great example of the diversity the Amiga PD scene allows. *Mama* is a typically quirky Finnish release, in the form of an ethnic music-disc. The strange scrawled, dark visuals centre on a rotating world map, which you can control with your mouse. Click on certain highlighted countries to hear any one of seven tunes featuring the natives of that country. The smart thing about this is that we're not talking 'Deep Forest'-style sample-stealing from Amazonian Indians to make commercial techno. Instead, the musician Ukulele has created authentic sounding native compositions. Thus, as a tribute to ever-affable *AF* staff writer Steve McGill, we get the Scottish composition, "Scotland – The Land" featuring bagpipes a-go-go. Many of the other compositions are haunting, charming, or just plain weird. The Eskimos contribute an Inuit Hapapi song and traditional Eastern plucked instruments show up in the Chinese effort, "Sitratar". You can boot up

Continued overleaf ➡

PD selection of the month

ON THIS MONTH'S CD



Watch out for the aliens who will try to blow up your carefully positioned structures.



Plenty of options and a simple, easy to use interface.



As your city expands you'll need to build some roads.

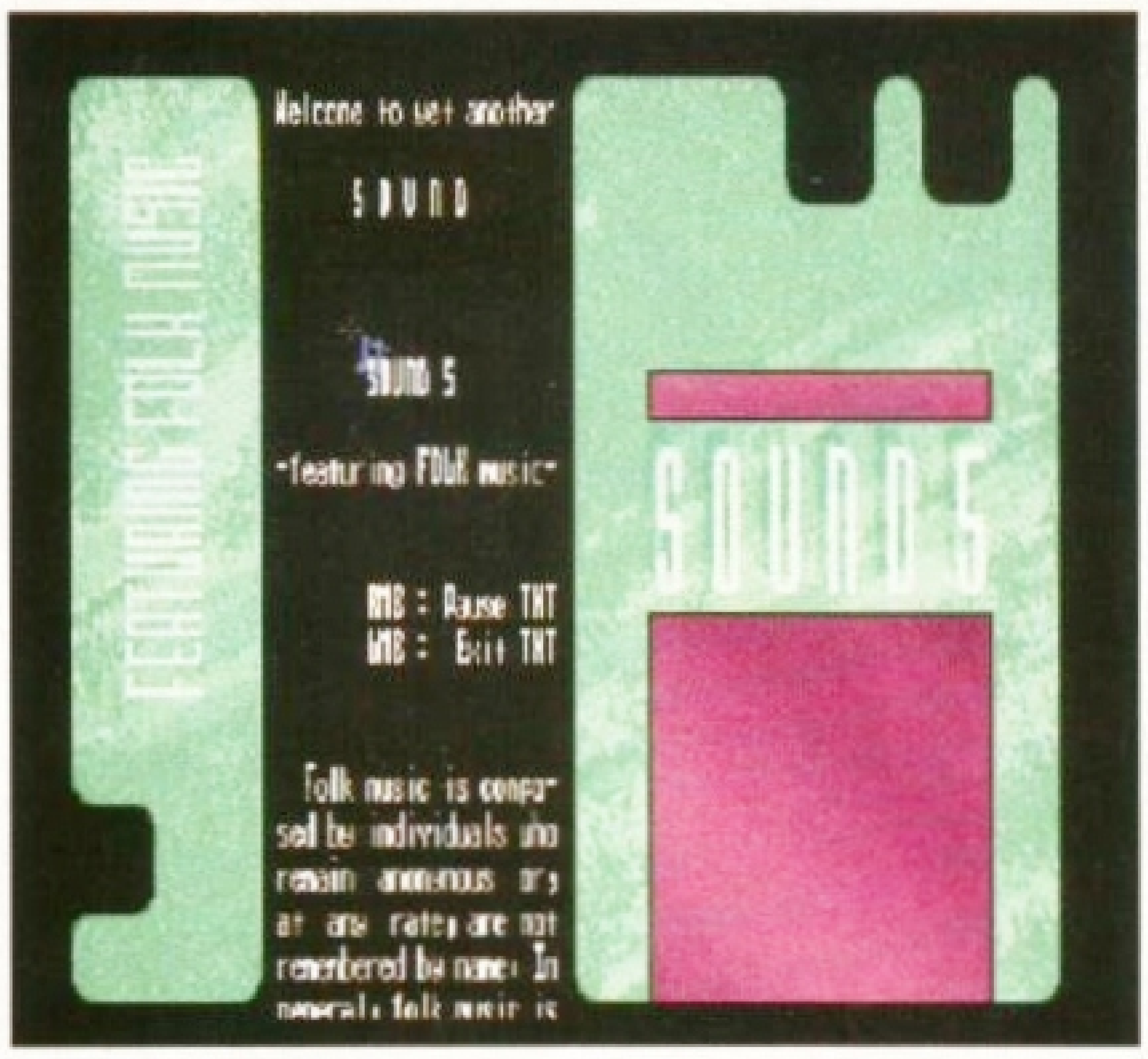
BREED 96

GAME

By ....Damian Tarnawsky
Ware ....Shareware
No of Disks ....One
Available from Aminet, directory game/music/Breed96.lha, & most good PD libraries.

Shareware or public domain games can be intelligent, well-presented, and playable all at once. *Breed 96* proves this, and proves it in a big way. One of the best freely distributable games I've ever seen, it provides a *Sim City* meets *Mega-Lo-Mania* in space scenario, with a simple, easy to use interface, and all the fun of building up your own city on a remote planet. You have to make decisions as to what extra technology to research towards. You're given the basic building-blocks (residential blocks, food generators, etc), but you can choose to research towards commerce and law centres, mining stations, and much more exotic structures. If in doubt as to where you're going, you can always turn to an advisor, who gives you excellent advice on what's going wrong. After a while, my game rating was 29% and although I'd like to blame it on the advisor, I suspect it was just down to my ineptitude. Soon, you can get to building a space port, then a probe, and then the fun really starts. *Breed 96* turns into a game of space trading and diplomacy, whilst you try to keep hold of your own planet and stop its internal problems spiralling out of control.

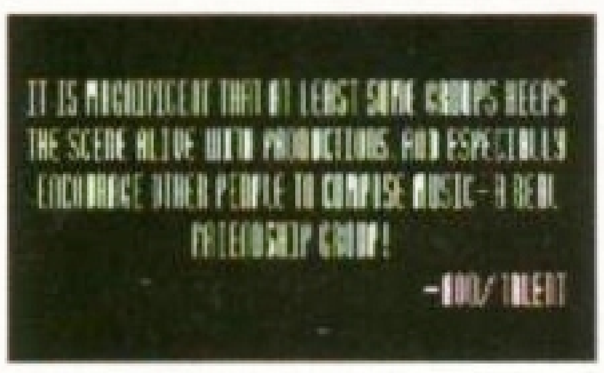
Registering the game with the author removes many of the restraints on this galactic part of the game, and if you get into *Breed 96*, this is highly recommended. The graphics are neat, the game engine is superlative, and it's all so well thought out that it can't help but be fun to play. Absolutely top marks.





SOUND 5
Above: A selection of folk music from all over the World.

Right: Simply click on the tune that you wish to sample.



SOUND 5: **A little egotistical perhaps?**

← *Mama* from any of its three disks. and it's a very, very professional product. One can't help but agree with some of the text which flashes up after you've been watching a while: like almost all musical styles, "techno will dry up sooner or later, but ethno never dies."

SOUND 5

MUSIC

By ....Spoon
No of Disks ....Two
Available from most good PD libraries

Proving that ethnicity is indeed alive and well *Sound 5* also centres on traditional music. It's one of a series of excellent multi-author compilations, which aims to cover a different style of music in each compilation. After previous volumes dedicated to funk and trance, this time round it's folk music which gets the once over.

There's an 80k limit on the tracks, to allow the makers of this release to get plenty of songs onto two discs, but the tunes still sound great. Traditional music from all over the world is included; Latin American samba, traditional American bluegrass, English medieval music, Argentinian tango, and many more styles besides. It's well presented, well organised, and there's good additional information about each song. In addition, there's a chart which allows you to vote for the best song composed from all the volumes of *Sound*. The most popular three are featured in the current issue. That's a nice idea, and a clever touch. However, it's perhaps a little egotistical to start the music-disc with glowing quotations from satisfied fans of these releases. Let the music do the talking, you Spoons!

MINDGUARD V2.05

UTILITY

By ....Lyle Zapato
No of Disks..............................One
Available from Aminet and most good PD libraries

Every now and again, *AF* ferrets out one of those utilities which will literally change your life. *Mindguard* is a prime example of this. But what does it do? Well, it jams and/or scrambles psychotronic mind-control signals, of course. Mr. Zapato has managed to isolate 10 known mind-altering broadcast sources, from the CIA to the KGB to the UN, who are beaming subliminal messages directly into our skulls. As the author puts it, "if you think protecting your hard drive from viruses is important, but give no thought to the safety of your mind, please consider this program."

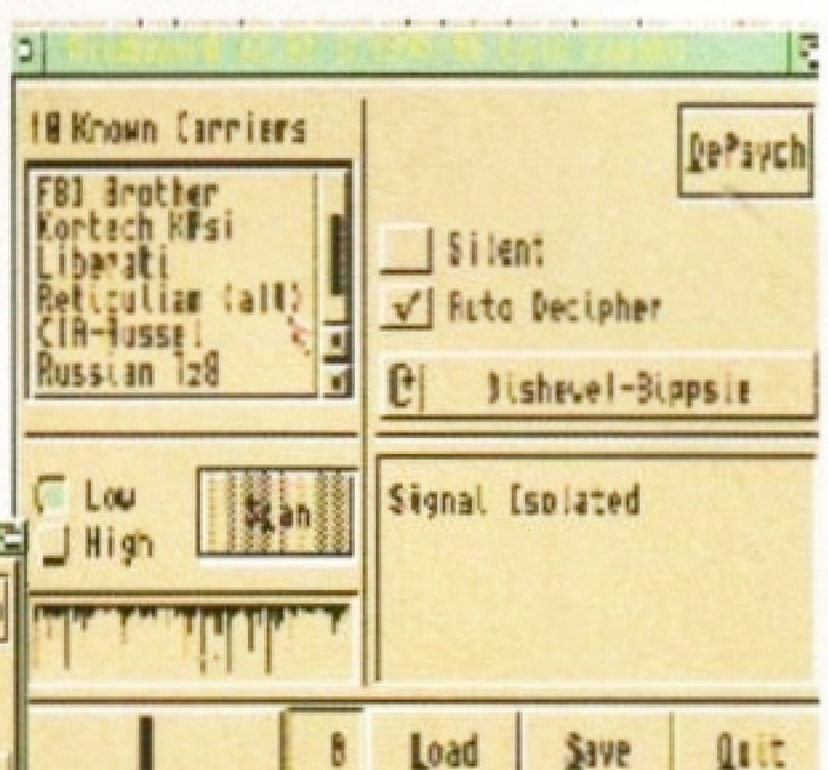
Basically, this is a conspiracy theorist's dream, and some of the messages that *Mindguard* filters are intriguing, to say the least. Who would have suspected that subliminal suggestions such as "A Global Citizen ID Card Would Be Fun" or "The Pope Knows Best" were floating through the ether, destined for our craniums? It gets worse. "Cute Kittens High on CIA Subsidised Catnip"? "Walt Disney is Not Cryogenically Preserved"? The *Mindguard* picked up all of these messages, and more. Fortunately, there's a 'Depsych' option which allows you to filter out all post-hypnotic suggestions, subliminal images, and political/social propaganda, just by concentrating on the blue band on the screen. Ok, so this is a spoof program. Or is it? That's what they'd want us to think, isn't it? Even the information in the documentation about the author of this utility draws a sinister blank: "I am Lyle Zapato. I cannot tell you more." When it comes to clandestine utilities like this, trust no one. Not even *AF*.

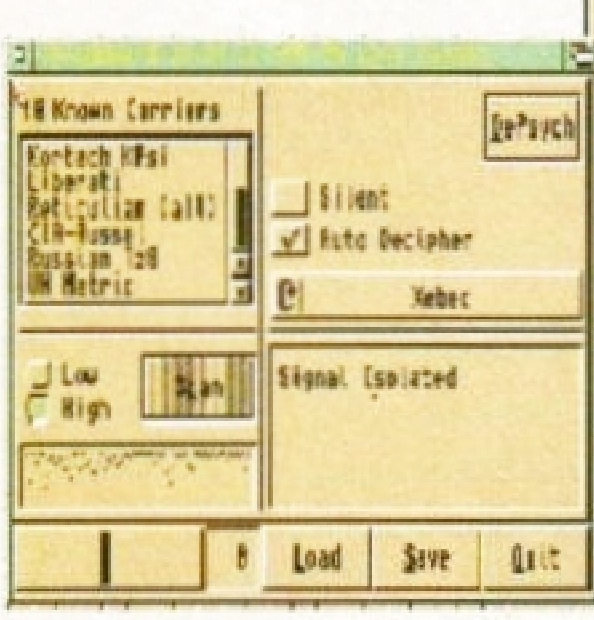
SNAIL-RACING!

GAME

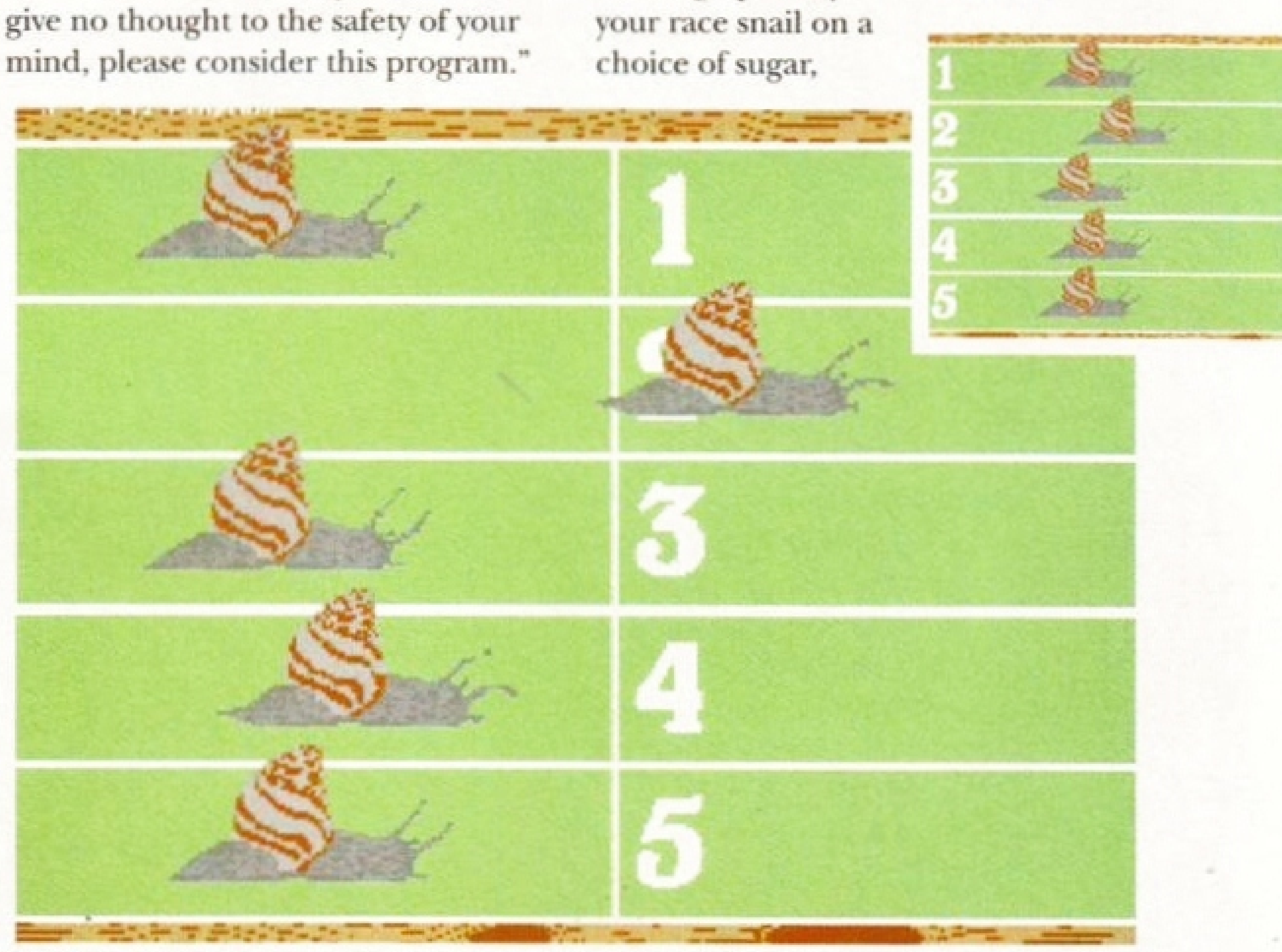
By................Miss E.R.Summerfield
No of Disks..............................One
Available from most good PD libraries

This fully featured snail racing simulator is a great example of the British sense of humour. It aims to take you away from those traditional gambling sports of horse and greyhound racing, and on to a pastime where the green vegetables are ubiquitous and all the competitors have antennae. Initially, you get a choice of whether to train snails, or simply bet on the outcome of snail races. If you choose the training option, you need to feed your race snail on a choice of sugar,

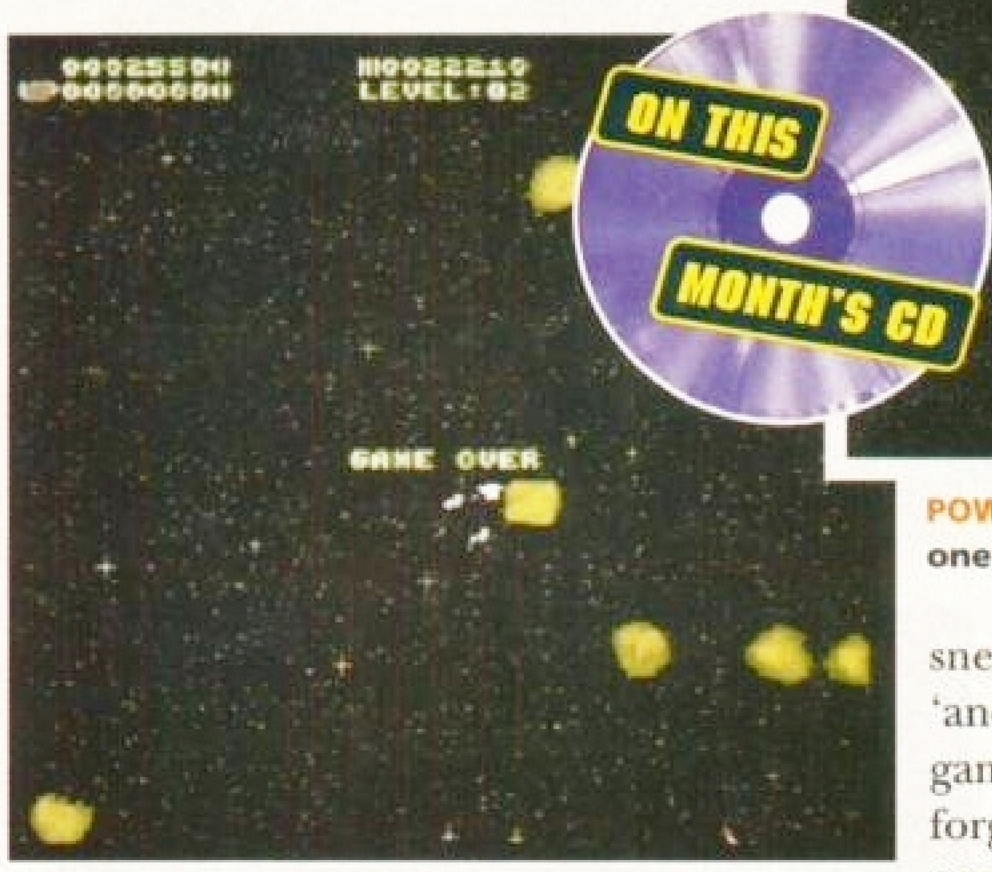




MINDGUARD: **Concentrate on the blue band to free your mind from a host of strange subliminal messages.**



SNAIL RACING: **Snail number two races to victory. Simple graphics and basic gameplay do not detract from the fun of this fully featured snail-racing simulator.**



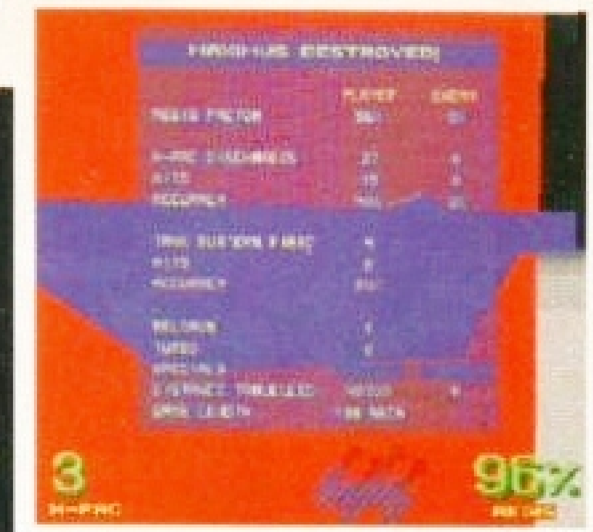
POWEROIDS: Its appeal lies in the games simple addictiveness, good sounds and impressive explosions.

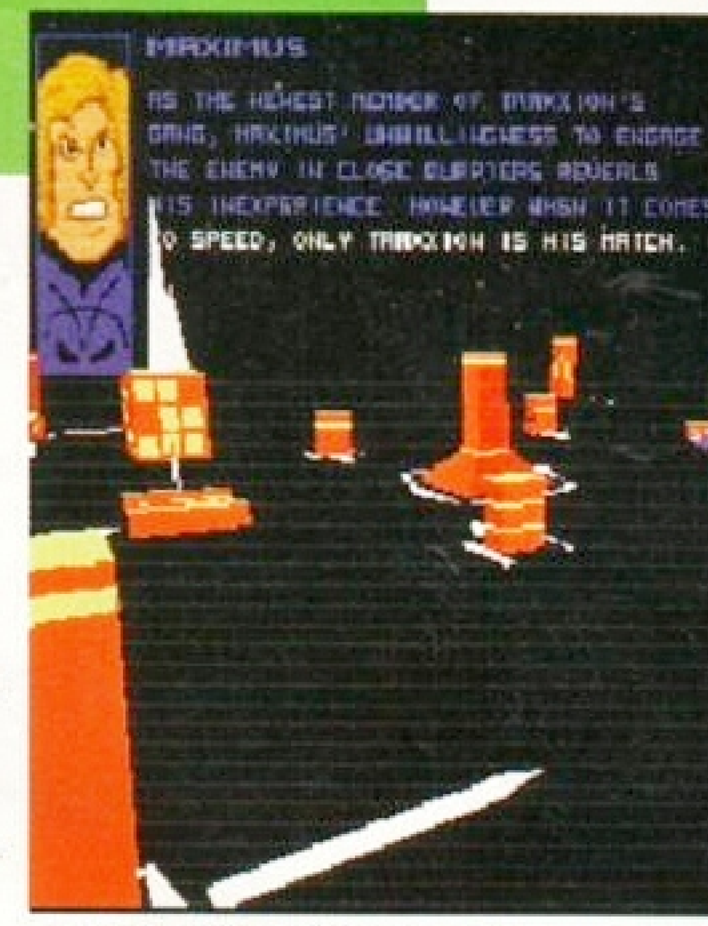


POWEROIDS: Just as good with one player as with four.



ULTIMATUM: Lasers, missiles and big boomy weapons. What more could you want?





ULTIMATUM: Chunky solid buildings but a little too jerky.

crisps, lettuce, cabbage, or apple. I wouldn't have imagined snails liked crisps much, but then I'm not a professional snail trainer, so I bow in judgement to Miss Summerfield. In any case, you then have to wait and pray as your diet-refined snail zips happily along the track. Believe me, the feeling of euphoria when he beats his comrades is unimaginable. Sadly, my plan of spreading snail pellets over the competing snails' track wasn't catered for within *Snail-Racing*! Darn. But it's still a highly amusing, if rather lo-tech, production: laughably simple, but simply a laugh, the kind of game it's great fun to play multiplayer. The icing on the cake is a suitably arthritic, slightly off-key musical rendition of "King Of The Road" which accompanies the game. Interestingly, the group which the authoress is associated with, NFA, also make a popular National Lottery number-generator. Anyone for a snail-racing Lottery ball-picker? It'd certainly be more innovative than Anthea Turner.

POWEROIDS V1.2

GAME

By ....Matthias Bock
Ware ....Shareware
No of Disks ....One
Available from Aminet or most good PD companies



This is another game which features on this month's CD and although many people seem to sneer when they see yet 'another' clone of an ancient game idea, they tend to forget, that the idea being copied must have been great in the first place, otherwise the authors just wouldn't bother making another version. Having said this, of course, some conversions are better than others, and on the 'Asteroids'-clone side of things, the commercial games *Stardust* and *Super Stardust* are probably the best things going.

But *Poweroids,* despite the terminally awful name, is one of the best PD clones around. Its attractiveness seems to be down to the basic addictiveness of the 'Asteroids' idea, along with some attractive (if small) raytraced game graphics, and up to four players asteroid-atomising at once.

As regular readers of this column will know, the multiplayer option often redeems a lot of the public domain games reviewed. It all seems so much more fun when you're pitted against your friends, doesn't it? In this case that type of view is somewhat unfair on *Poweroids,* because it's a good one-player game too. After all, the vector graphics barely juddered along with one ship on screen, when the original game came out. So the idea works just as well with one player, as it was originally intended. The way the asteroids and saucers explode is especially smart, as they fragment into lots of tiny... fragments. An excellent conversion



SNAIL RACING: Choose from a diet of sugar, crisps, lettuce, cabbage or apples.

ULTIMATUM

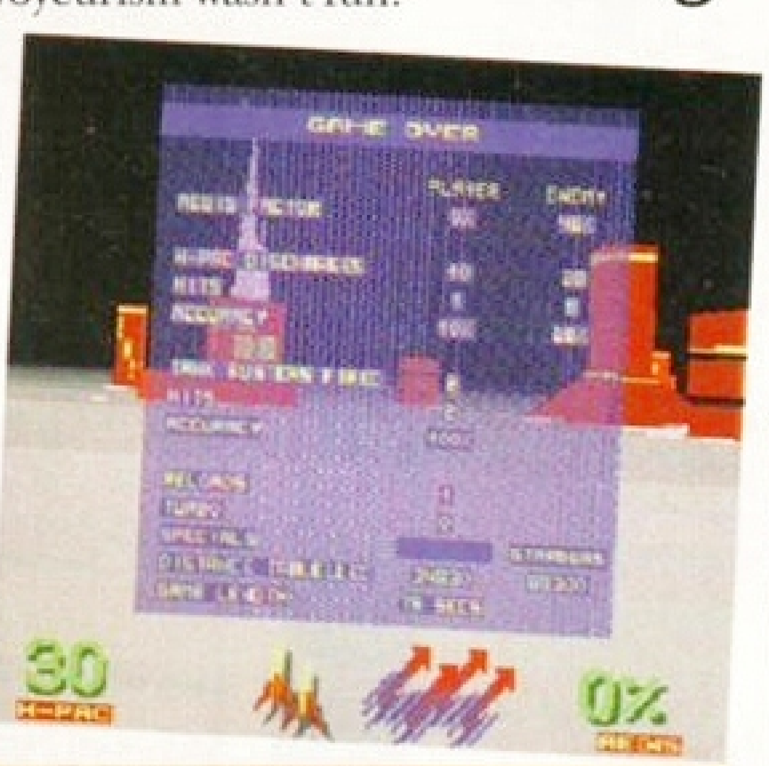
GAME

By ....Full Moon
Available from Aminet or most good PD companies

This 3D tank game, in the vein of *Battlezone* and *Cybersled,* is one of the better games to come out of the Aminet archive in recent months. From the arcade-like neon-flecked title sequence to the speech and pictures of the colourful characters you're fighting, it's obvious the authors have aimed for a console-type vector game on the Amiga.

The plot is suitably naff/cinematic; you need to fight a series of eight evil Transgressor gang members to preserve law and order on a futuristic Earth. Why can't you be the baddie for once, hmm? The makers of *Ultimatum* have actually done very well, with a couple of problems. The main one of these is that *Ultimatum* was programmed in AMOS, and it's safe to say its vector engine isn't the fastest around. Therefore, at least on a normal A1200, it's a tiny bit too jerky for my liking. However, it's still playable, and the buildings and hazards look reassuringly chunky and big. The layout of the game screen is very well-designed and arcade-like (possibly cribbed off one of the similar real arcade games out there?), and there's a very good stats screen when you win or lose, giving you all the information you could possibly need. And lots you don't need, naturally.

Any game where you get to play with lasers, missiles, and special big boomy weapons is fine with me, and having a camera inside the missile as it speeds toward the target is a particularly nice touch. Who said voyeurism wasn't fun?



ULTIMATUM: All the information you might need and lots that you certainly don't.



TOP 10 PUBLIC DOMAIN TITLES

Top 10 courtesy of:

ROBERTA SMITH DTP
190 Falloden Way, Hampstead Garden Suburb, London NW1 6JE.
☎ 0181 455 1626

1. Source and Code 3
2. Roberta's Little Blue Plastic Disk
3. Shakespeare's Set
4. VARK 12
5. Pro Lottery
6. Cinnamon Cats Bitmap Fonts 2
7. Looney Tunes Clipart
8. Hit Kit 2
9. Picture This 2 Vol 2
10. Vision Master

SERIOUS

It's big, but it's small and it's a dream come true for most computer-users – it's the Jaz.
..........page 68



A JAZZIER DRIVE

AMIGA FORMAT

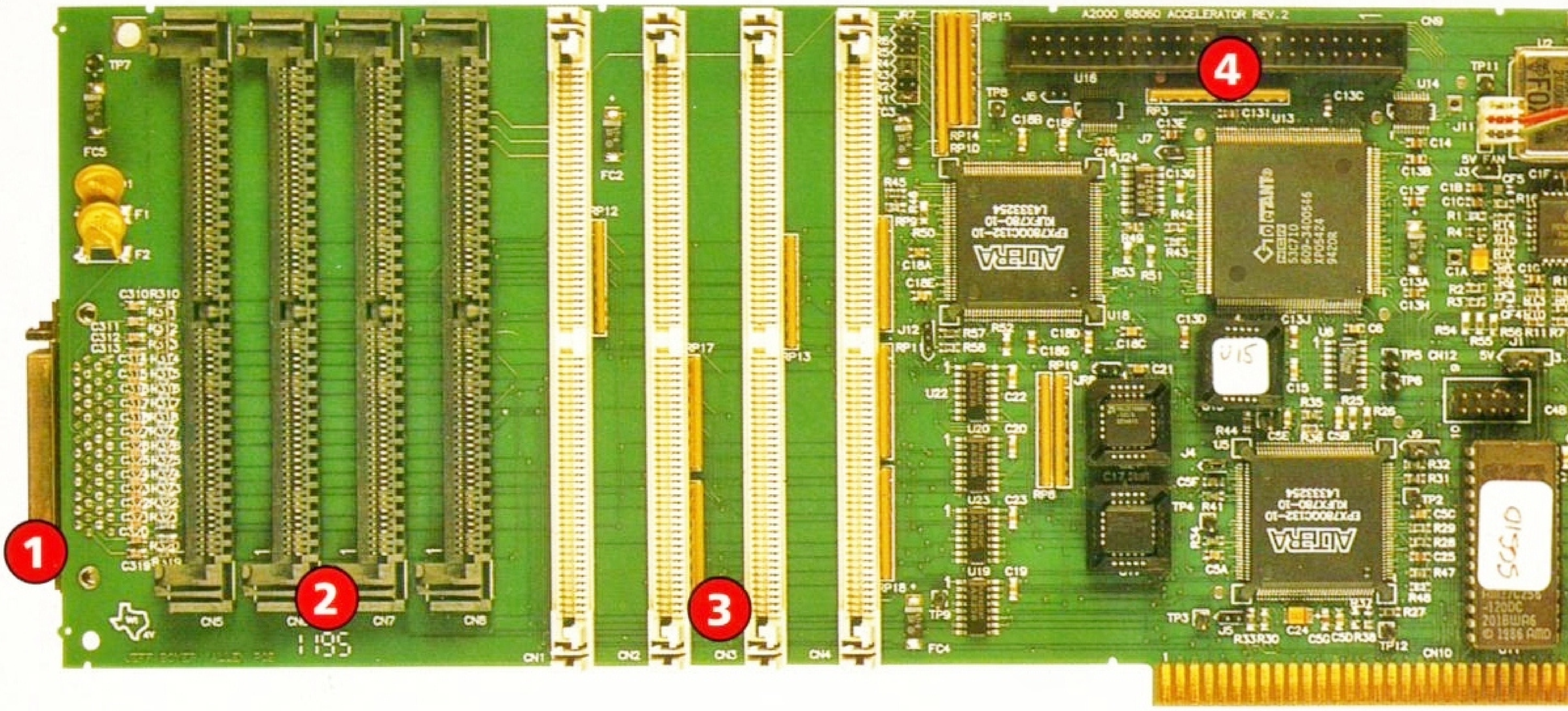


Graeme Sandiford

Once again big things are afoot in the data storage sector of the computer market. It seems like only a couple of months ago we were drooling over the amazing Zip drive from Iomega, a drive costing only £15 that could store 100Mb on a single cartridge. Now the Jaz drive is here, also from Iomega, it offers an enormous 1Gb of removable storage space.

There's also good news for owners of the A1500 and A2000. These machines can now be given a serious power boost with a new 060 accelerator. For those of you who have used this month's CD and wondered how to make your own, there's a review of *Master ISO*. Not forgetting the platform creator *Games Engine* and a fine round-up of all that's good in the CD-ROM market.

REVIEWS



Tekmagic 2060

The out-dated A1500 gets a new crack at the whip. David Taylor revs up the old beauty.

The problem with the standard A1500 and the A2000 is that they both utilise the same processor as the A500. While the A500 (and yes, the A500+ and A600) can still do some fine work for home users, the A1500 was built for expandability.

Realistically, serious work, like graphics and 3D work and even word processing for large and complex documents, requires something faster than the old 68000.

The new *Tekmagic* board is the fastest solution available on the market. It comes with either an 040 or an 060 and the processor is fitted with its own fan to ensure that it doesn't overheat.

Both the 040 and the 060 are 50MHz and both include integrated FPUs. They have instruction and data caches (4K for the 040 and 8K for the 060).

The board itself is physically easy to fit. It's just a case of opening up the machine and slotting it into the CPU slot. However, there were some real problems getting the board to work. There wasn't anything wrong with it, just a multitude of jumpers that required setting. For some reason, the default settings wouldn't work, which struck me as a slightly odd way of sending the board out. The problem was solved by referring to the manual and working through each of the jumpers in turn.

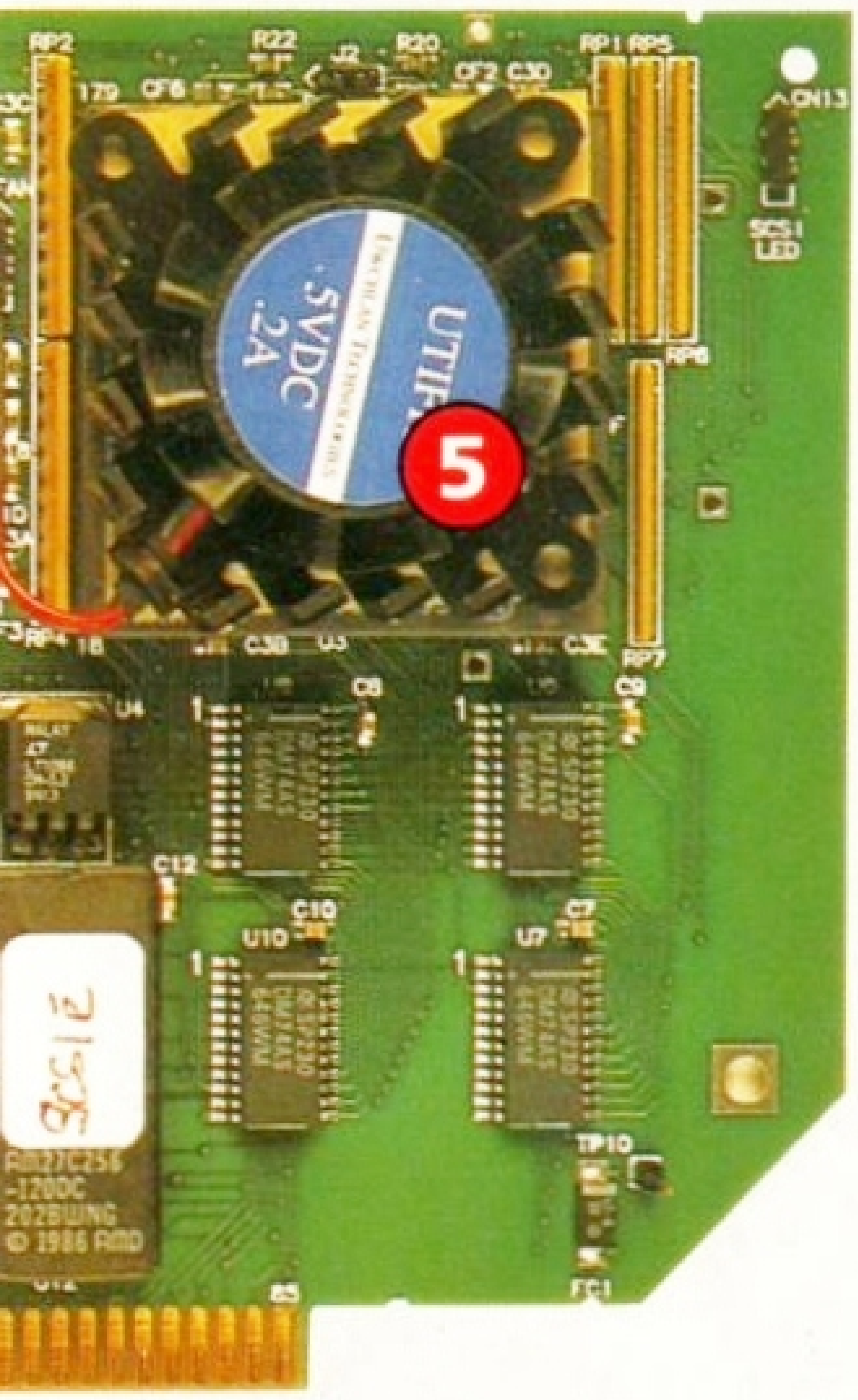
JUMP AROUND

You may well ask why there are so many jumpers in the first place. Thankfully there are lots of good reasons. The board doesn't simply update the processor, it also has a set of four SIMM slots to accept standard 72-pin memory SIMMs. This is doubly helpful because it means you can add 32-bit memory to a machine that normally only uses the slower 16-bit. With SIMMs added, tasks such as rendering are much faster. The four SIMM slots mean that you have the option to add up to 128Mb of memory.

There is also another set of slots that allow you to fit some of the GVP custom 64-pin SIMMs, but these slots will only allow you to fit a maximum of 64Mb of RAM.

Only four of the total eight SIMM slots can be occupied at any one time. You can mix 72-pin and GVP SIMMs, but using a SIMM socket disqualifies one of the slots of the other variant. A single double sided 72-pin SIMM disqualifies two GVP slots.

Although nothing is explicitly mentioned in the documentation, it seemed impossible to get the board to work without a SIMM added, because there was no position for the jumpers to



WHAT'S ONBOARD?:

1) External 50-pin SCSI-II connector.

2) 4 SIMM sockets for the 64-pin GVP 4Mb or 16Mb SIMMS, which can be used in conjunction with standard SIMMs, with some restrictions.

3) 4 SIMM sockets for the standard 72-pin SIMMs. A maximum of four of the eight SIMM sockets can used at any one time.

4) Internal 32-bit DMA SCSI-II controller.

5) New processor, either 50MHz 040 or, as here 50MHz 060 with own colling fan attached to avoid overheating.

be set with 0Mb configuration, but it would be foolish to run this card without at least one SIMM, due to the speed increases this gives.

32-BIT RAM

The board is made in such a way that the computer will always try to use up all of the 32-bit memory before switching back to 16-bit RAM. Although this does mean that it will speed up many programs, there are some programs that are not 32-bit pure and therefore will not work with the new system. However, this is not a very common problem.

Should any programs not work because of the 060 processor (like the system tester *AIBB*, hence the lack of actual benchmarks!), a jumper can be set to use the original 68000 processor.

The board also adds a SCSI-II controller, which the makers claim has a data transfer rate of up to 10Mb/second. However, unlike other SCSI controllers that can be fitted to the A1500, you cannot mount a hard drive on the board itself. There is simply no room left after everything else has been packed on.

This means that you have to find somewhere else to situate any devices. There is the bay underneath the disk drives which can be used if you don't have a CD drive fitted and, obviously, if you are fitting a SCSI CD drive, then the problem is irrelevant.

The *Tekmagic* has an external SCSI port that is instantly accessible as soon as you fit the board anyway, because you have to remove the plate at the back in order to fit it. This external port might solve problems with the fitting of SCSI devices, but it does make it seem pointless having a box Amiga.

Since the Tekmagic is blameless for this problem, the only solution seems to become a magazine reviewer so that you have every conceivable board to fit your hard drive onto using the SCSI connector off the *Tekmagic*. Otherwise, some sort of secondary null board that could be used to house any hard drive might have to be found as a way of getting around it, but that would seem a waste of the A1500's slots.

With any RAM inserted, devices added, and jumpers set correctly, you simply need to put the Amiga back together and re-connect it. When the Amiga has booted, there is still some software to be installed. Without the correct libraries, the Amiga will not be able to take advantage of the built-in FPU, resulting in under performance. So, while it would still seem very fast, you would be not taking full advantage of your new board if you missed out this simple step which is dealt with swiftly through the Commodore Installer.

POWERHOUSE

At this point in time, it is also worth pointing out that you must have at least Workbench 2.04 ROMs installed in your machine. Therefore old A2000 owners must have already upgraded to this or to WB3.0/3.1. I can't imagine that anyone who is considering spending £800 on a board would still be running WB1.3, but you never know.

Part of the software supplied is a program that can be used to remap the KickStart ROMs to RAM which will get the best performance possible out of your system.

If you are considering speeding up your A1500, instead of upgrading the machine itself, then you should think carefully. The A1500 is not a new machine. Sure, with this board in it, the new OS and a graphics card to make up for (or rather in order to surpass) the lack of AGA chipset, you have got a real powerhouse capable of out performing most A4000s. The cost though will make your bank manager blanch and there will come a time when the old girl is just stretched to the limits of expandability. Having said that, with that amount of kit, you will be able to do very serious work and if it can satisfy your needs, then so long as your needs don't change, it will still be just as capable years down the line.

The overall cost is likely to be in the realms of a Pentium PC, which would still be faster in some respects of processing power, but would fall short in areas like video.

LIMITS TO OLD TECHNOLOGY

If you are committed to the Amiga (and hopefully you are), then you should weigh up buying this card against upgrading your machine. When doing this, you might like to consider that while the manufacturers claim that the 040 version clocks over 50 MIPs and 8 MFLOPs and the 060 80 MIPS and 12 MFLOPs, the board did not perform quite as well as the Blizzard 1260 in the A1200. It wasn't a difference you are likely to notice in normal use and in test renderings compared to the A4000/040, it ran rings around the Amiga's top machine.

It might seem that I have been going to extremes to point out any flaws on this board. Do not misconstrue this as dislike for the equipment. It has certainly transformed our office A1500, which had previously only been turned on over the last year to copy a few disks.

It now has pride of place on Nick Veitch's desk and with a rather exceptional set of other cards inside, the machine has been used heavily. Indeed, it's now the new main machine and has been working overtime cutting the new *Amiga Format* CD that's on the cover of this month's CD edition.

Without a doubt, we have discovered that the A1500 can still be a very useful machine, despite its age. The question is, have you got a spare £800 to spend on the equipment needed to get the old thing up and running again. Unfortunately, the answer is probably, "no".

TEKMAGIC 2060

DISTRIBUTOR
Power Computing
01234 273000

PRICE
£799.95

SYSTEM REQUIREMENTS
A1500/A2000 OS 2.04+

SPEED ●●●●●
Not quite as fast as the 1260. But close.

MANUAL ●●●●●
Careful reading, especially of the jumper section is essential.

ACCESSIBILITY ●●●●
So long as you follow the instructions, then it's plain sailing. Some of the terms might confuse the novice.

FEATURES ●●●●●
Everything you could expect from an accelerator board and more than it could have got away with.

VALUE ●●●
Very fast, lots of features, but £800 still seems a little steep for the MIPs/£.

"An exceptional board, but you pay for its features"

85%

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M003 DO THE BART MAN
M005 100 C64 TUNES (not A1200)
M006 BAT-DANCE REMIXED
M017 GUNS & ROSES - You're Crazy
M018 THE XMAS SONG (disk) very funny
M025 MONEY FOR NOTHING - DIRE STRAITS hit song
M027 BLUES HOUSE (2 disks)
M084 C64 GAMES MUSIC
M115 MAHONEY & KAKTUS 2 - 40 tunes compilation
M125 ADAMS FAMILY
M147 BANGLES - Walk Like An Egyptian
M150 TIFFANY - I Think We're Alone Now
M171 MADONNA - Like a Virgin
M173 JANET JACKSON - Rhythm Nation
M177 PET SHOP BOYS
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M186 MADONNA - Like a Virgin
M188 JOE Le TAXI
M189 MICHAEL JACKSON Smooth Criminal
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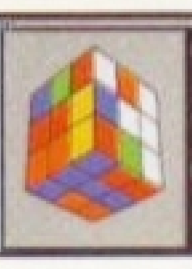
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U046 DARKSTAR no 2 (vol 2-5) loads of utils
U058 DISK MAG CREATOR creates disk magazines
U131 TETRA COPY play tetris while copying to disk. Great
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U254 FRACTAL UTIL loads of fractal programs. Brill
U282 LAND BUILDER create realistic landscapes
U284 COPY & CRACK TOOLS back up your software
U300 MESSY SID II read/write PC/ MAC etc files
U301 AUTO DISK LOGGER catalogue your disks
U321 GRAPHIC Util 1(3) loads of brill graphic utils
U324 GRAPHIC Util 2 (3) even more graphic tools
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U491 PROTRACKER V3-Best music writer program
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U645 PC EMULATOR V.2.31(WB3 only) SVGA PC emulator
U650 COPY & CRACK TOOL 2 more powerful copy program
U680 NEW SUPER VIRUS KILLER (not WB3) kills 316+ virus
U689 FORECASTER V2-horse racing prediction program
U690 ASSASIN COPIER (lots) include Xcopy3/Dcopy etc
U694 SUPER DUPER 3. (NOT WB1.3) V fast disk copier
U696 AMITOOL PROFESSIONAL disk database tool
U699 MEGACHEAT V3 + (more games cheats)
U700 ANIMATION CONSTRUCTION KIT V1.2 + good
U702 V MORPH V2 create smooth morph animation
U703 POOL TOOLS 2 (Latest) predicts horse racing
U705 TRONI-CAD-best creates circuit board + examples
U707 GAME TAMER (3&4)-(2) For even more games cheats
U708 LAST WILL & TESTAMENT- write your Will
U710 PERFECT-PAINT 32 Easy to use paint package
U714 ENGINEER KIT - Test kit for Amiga
U718 MAGNUM 1.9 REGARD Best disk magazine creator
U721 FONT FARM V3 + loads of fonts + font viewer
U723 EXOTIC RIPPER rates as the best sound/graphic ripper
U724 PARNET SET UP (2) required for the connection
U725 PARNET CABLE MAKER INSTRUCTION - save ££££s
U726 AREX MANUAL(not WB1.3) complete manual
U729 ASSASSIN BOOT UTIL 50 boot block creator util
U730 SOFT AGA (A500plus or A600) & min 1.5 meg
U731 A - Z GAMES CHEAT for over 500 games
U732 MINI MORPHS create TERMINATOR 2 effect
U736 AWARD MAKER II + hundreds of ready made
U737 ASSASSIN CRUNCH & COPY TOOL (WB 1.3 only)
U738 S.KICK PROFESSIONAL v3.2 Various K-start
U739 TURBO IMPLODER V3.1 powerful disk cruncher
U740 CROSS DOS 5.1 plus read/write PC AMIGA disk
U741 HD-DISK TOOL BOX + many more disk utils. Recommended
U742 HOW TO CREATE AUTOBOOT DISK complete utils
U743 Util .Disk .Maker v3. MAKE AUTO BOOT DISK
U744 FRACTAL MANIA+BIOMORPH Brilliant collection
U745 AF WORK BENCH (3) (WB 1.3 ONLY) replacement
U747 ASTRONOMY V2 predict star planet prediction.
U749 DISK REPAIR 3 (floppy & HD) includes soft-protect
U750 MUSIC CATALOGUE (not A500 (1.3) very easy to use
U751 SYSTEM CHECKER TOOL must for any Amiga owner
U753 HARD DRIVE UTIL + lots more Hard Drive Utils
U754 PARBENCH installer (complete)
U755 PRO CAD electronic. Latest circuit board designer
U758 WB MENU LAUNCHER-menu system, easy to use
U760 ICON PLUS (3DISK) Hundreds of stunning ICONS
U761 RELOCKIT 1.4 latest WB1.3 emulator
U762 FAKE FAST MEMORY make more older software run
U777 TELE TEXT RECEIVER project. Highly recommended
U781 DOSTRACE V2. displays information on why programs refuse to run & monitors Amiga activity. REC
U783 POOL WINNER GOLD must for all gamblers
U789 HARD-DISK MEMORY V2 use HD as memory (re MMU)
U790 WINDOW BENCH V2 (WB 2/3) 2 disk new workbench replacement, includes lots of useful utilities
U791 COMPUTER DIAGNOSTIC TEST V9 Amiga fault finding
U800 PRINT A CARD includes many ready made
U801 MULTI-PRINT V4 lots of printing utils
U805 DISK PRINT print custom disk labels
U807 FONT & PRINT Loads of utilities to view & print your font collection. RECOMMENDED
U830 POOL WIZARD - (football) prediction
U832 DIVIDEND WINNER - Prediction program for use with LITTLE WOODS, VERNON, ZETTER Etc
U834 FORECASTER 2.02 New horse prediction program
U839 AUDIO MAGIC 4 - Proctracker V3, Exotic ripper
U843 AUDIO MAGIC 8- Octamed player etc
U846 C64 EMULATOR V3 (2DISK) C64 emulator latest
U848 SPECTRUM EMULATOR V2 - Spectrum emulator latest
U850 EAGLE PLAYER (2disk) the best music players
U851 DELI-TRACKER (2disk) play all music formats
U881 SONIC DRUM KIT V2 Make drum samples
U882 DISK COPY Pack- collection of 10 disk copiers
U883 OPTI-Utils 1 - over 30 disk copiers/Optimise etc
U885 INTUITION BENCH MARK V6.5 (Not WB1.3) sysinfo
U886 COMPLETE WB UTIL (2DISK) very useful Util col
U887 DISK REPAIR KIT 4-Include disk repair, undelete, soft protect, diskmate, sysinfo, etc
U950 STEREO-SCOPIC V2.a (not A5001.3) – RAMDOM DOT STEREOGRAM generator
U951 FORTH PROGRAMMING (NOT WB 1.3)
U957 SCALA BACKGROUND (2disk) High quality image
U960 PROGRAM LOADER-New Hard Disk menu
U961 MAGAZINE E 3 (2disk) science fiction magazine
U963 AMOS & AMOS PRO COMMAND EXTENSION
U967 PRO-GAMBLE-Super horse prediction program
U978 DELUXE PAINT 4 BUDDY SYSTEM-(2) Get the most out of Deluxe Paint Instant on line for every function
U981 VIRUS CHECKER V6.54 - AUTO UPDATE MONTHLY–
U982 DIRECTORY OPUS V4 add Extra Command/BUTTONS
U983 MAGIC WB & MAGIC MENU - Both latest versions
U986 VIRUS-WORKSHOP V5.1 - the best Virus killer
U987 GRAPHIC-CONVERTER (2D) Converts pictures etc
U988 TURBOCAT Auto catalogue your disk library
U989 AUTOBOOT DISK MAKER V4 -very useful
U993 IMAGINE STUDIO V2.(2D) The best PD image (picture) processor available. Rivals even the commercial image processors costing hundreds of pounds. (not k1.3)
U969 POWER-CACHES Speeds up disk loading, Accessing.
U970 HARDDRIVE SECURITY II Collection of HD security programs eg Lockout 2, Password etc
U971 HARD-DISK & FLOPPY DISK DOUBLER (Epu) not WB1.3
U973 CHEAT FOR 800 + GAMES, LEVEL CODE V3.3.(2)
U974 HD GAMES INSTALLER 2 install top games to HD eg Zool 2, Rise Of the Robots, Mortal Combat 2 & more
U975 DMS V2.04 Pro. Crunch entire disk. (not1.3)
U976 MAGIC SELECTOR V1.4-Change Magic WB back drop
U977 MAGIC WB ICON ARCHIVE (3) 1000's of MG icons
U998 X-PASSWORD-protect your hard/floppy drive
U979 ICON ACHIVE(3) 1000's of normal icons (any Amiga)
U994 TEXTURE STUDIO. Render various textures for use with Imagine 3 etc req FPU.(not 1.3)
U995 PRO-GAMBLES V2 must for all gamblers.
U996 BOOKIE BEATER- gambling program to win
U997 HD GAME INSTALLER 3. install more games to HD
U998 EXOTIC RIPPER V3.b Latest ripper
U999 HD MEMORY (new collection) require MM
U1000 MAGIC OPUS VOL 2 & 3 (2D) more Dopus buttons
U1001 CAR DATA ANALYST-check your car performance
U1002 TURBO CAT-(WB 2&3 only) catalogue creator
U1003 LOTTERY WINNER V2-new version
U1005 BASIC-ELECTRONICS-Teach all about electronics
U1006 LOTTO LUNACY V5 Update latest lottery predictor
U1007 ALL NEW HARD-DISK & FLOPPY DISK TOOL 2 (2)
U1008 HARDWARE PROJECT 2 (2) Build dozens of projects, even how to fit Amigas in a tower case
U1009 DATA ALERT 3-explains why your computer crashes
U1010 WB2.04 INSTALLER-install A500+/A600 to HD

PUZZLE GAMES II

Massive collection of all the very best puzzle games ever released, including some of the classics like Rubics Cube, Picture-Puzzles etc, far too many to list

5 DISK PACK ONLY £4·99



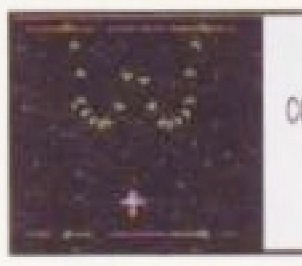


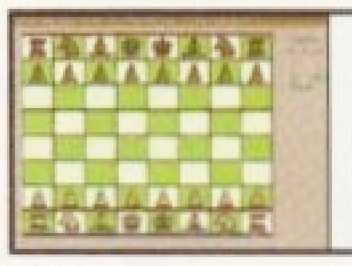
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MUST FOR ANY GAMES PLAYER

5 DISK PACK ONLY £4·99





BOARD GAMES II

The very best board games ever released. This pack contains the very latest CHESS, CHECKERS, SCRABBLE, MONOPOLY & DOMINOES.

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5 disk pack with all the latest printing programs specially designed for printing out high quality documents, text & pictures etc and it is even able to print out A5 booklets (very handy). Easy to use. A must for any Amiga owner with a printer.

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GAMES

G222 MEGA 21 GAMES amazing 21 games
G235 DRAGON-CAVE brilliant 3D puzzle games
G240 QUADRIX very addictive excellent
G242 TAKE EM OUT like Operation Wolf
G253 DESTINE MOON BASE Arcade conversion
G272 TANK BATTLE 2 player tank battle game
G278 ARCADIA the best ARKNOID clone
G300 Q-BOID cross TETRIS and INVADERS
G303 DIMENSION X 2 player LIGHT CYCLE GAME
G310 NEBULAR Excellent 3D shoot em up
G316 GALACTIC Excellent 8 levels arcade
G317 HYPER-BALL Speed ball + level editor
G320 GHOST-SHIP Very good 3D adventure
G325 BATTLEMENT Hunchback of Notre Dame
G326 MEGA GAME COLLECTIONS III 3 top games
G331 GRAVITY massive space exploring game
G333 CYBER-NETIC Brilliant 8 way blaster
G334 DONKEY KONG - (A1200 order code AGA296)
G335 CRAZY SUE II- best platform to date
G342 SUPER SKODA CHALLENGE (& track editors)
G344 STAR-TREK similar to RAID 2 but harder
G355 DOODY very cute & extremely addictive
G356 WONDER LAND amazing graphics recommended
G362 DELUXE PACMAN + best pacman ever released
G367 CARD GAMES collection
G368 WIZARD-DOMAINS dungeon type games
G370 KALATRIZ (not A1200) arcade Tetris clone
G373 AIR ACE II Very playable shoot em up
G384 OTHELLO best PD version
G386 MOUSE IMPOSSIBLE very addictive puzzle
G390 TETREN most polished Tetris ever released
G392 STRIKEBALL brilliant Baseball clone
G399 TRAILBLAZER brilliant (not A1200)
G400 FIGHTING WARRIOR like Street Fighter
G404 DOMINOES only one of its kind on PD
G406 TOTAL WARS strategy like chess in space
G411 BATTLE CAR 2 3D car racing
G431 NESTER CARD GAME- hours of fun for a quid
G435 ROULETTE American roulette excellent
G438 TRAILBLAZER 2 C64 conversion
G441 E-TYPE 2- very good asteroid great graphic
G443 OLEMPIAD DISK (2D) Olympic sport events
G445 DESCENDER GAME tank, search & descender
G446 OBLIDOX excellent arcade/puzzle game
G448 PARACHUTE JOUST quite playable
G455 CASTLE OF DOOM VG graphic adventure.
G460 WIBBLE WORLD GIDDY Large platform game
G467 CASH FRUIT- good fruit machines
G478 AMOS CRICKET cricket games
G488 EXTREME VIOLENCE 2 player battle out
G489 ENGIMA MACHINE very challenging puzzle
G490 MEGA BALL 2 very playable BreakOut clone
G491 BOUNCE & BLAST brilliant platform 10/10
G492 ZOMBIES & DEFENDER 2 fantastic games
G494 MERCANERY SIMULATION 3D wars games
G499 LIFE -simulation very interesting
G500 TRANSPLANT dozens of levels fast arcade.
G501 KLAWZ THE KAT- great platform game
G511 HIGHWAY HELL like SPY HUNTER on the C64
G531 OPERATION FIRESTORMS-brilliant
G534 CASTLE KUMQUAT similar to Alien Breed
G535 BLACK DAWN brilliant graphic adventure
G538 MORIA 5.4 The latest Dungeons & Dragons

101 GAMES

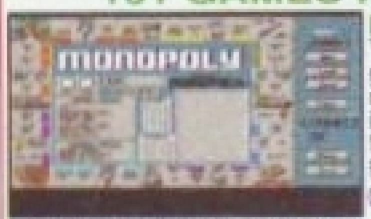
PRICE ONLY £9·99
Brilliant collection of over 100 of the very best PD games includes INVADER 2, Tetris, Monopoly etc. Far too many to list. VERY easy to use menu. Most games come with full instructions
MUST FOR ANY GAMES PLAYER
COMPATIBLE WITH ALL AMIGAS

AMIGA SHOPPER — 101 Gampe PK recieve 90 % in Amiga Shopper issue 54

All games are selected from an easy to use menu and most games come with full playing instructions.

G539 BRIDGE Good version of Bridge
G540 ORK ATTACK bloody adventure
G541 REBOUNCE 2 player futuristic breakout
G542 ROAD TO HELL brilliant car racing
G544 SUPERTOM CAT New vertical shoot em up.
G545 KUNGFU CHARLIES mix with platform brill.
G546 RAID 4 latest vertical scroll shoot em up
G546 QUIZMASTER very good quiz program
G552 ELEVATION games based on lift ??
G560 IMPERIAL WALKER -Based on STAR WARS game
G567 STARBASE 13 (2 disks) Brilliant - like MONKEY ISLAND
G657 AMOS LOADSA MONEY best fruit machines
G659 MR MEN OLYMPIC (2 disks) many events to complete
G660 4 L.C.D DREAM 4 small hand held games
G664 NEIGHBOUR GAMES (2 disks) based on the TV series
G665 TIME RUNNER (WB2/3) Brilliant graphic
G667 GOLF (2 disks) One of the first & best GOLF
G668 AMOS CRICKET 2 New Amos cricket simulator
G669 MUGSY REVENGE gangster graphic adventure
G672 JIGSAW (2 disks) very playable jigsaw games
G673 BOBBY GARDEN + DIGGER (NEW) Brilliant
G674 HIGH OCTANE Fast car racing (not WB1.3)
G675 TIME RUNNER amazing graphic adventure
G680 SPACE-INVASION 2 - Fantastic Galaxain
G681 AUTOMOBILES - PD version of SKID MARK brilliant
G682 BANDIT MANIA - Brilliant fruit machine demo
G685 PROJECT BUZZ BAR -Brilliant Asteroid
G689 GUN FIGHT (not A500) 1.3
G690 THE REAL POPEYE 64 (A500 1.3 only)
G692 SYSTEM DEFEND - Brilliant Defender clone
G698 AMIGA-BOY - Game Boy emulator + Tetris
G732 DETHELL IN SPACE Recommended.
G735 OVERLANDER Brilliant arcade MOON ALERT
G737 SERIOUS BACKGAMMON The best in PD BG
G771 STAR VOID (2 Disk) brilliant Thrust
G772 UN-SENSIBLE SOCCER very similar to Sensible Soccer games. RECOMMENDED
G773 FRUIT MANIA - Brilliant fruit machine.

101 GAMES PACK 2



PRICE ONLY £10·99
This is the very latest new 101 games compilation pack 2, containing some of the very best in PD games like Zeus, Wonderland, Dragonflies etc. Far too many to list.
COMPATIBLE WITH ALL AMIGAS

All games are selected from an easy to use menu & most games come with full playing instructions

G774 TRICKLE TREAT - like Doom on the PC
G775 FOOTBALL MANAGER - New version
G782 SOLO ASSAULT 3D like Wing Commander
G783 SEED OF DARKNESS - Brilliant graphic adventure"
G785 THE GREAT GOLD RAID - very addictive
G787 ANT WAR V1.9 (LATEST) not 1.3
G788 ZENO-MORPH - Great graphics
G789 TASK FORCE very good MIND SHADOW clone
G790 GREEN FIVE Amazing 3D graphics
G791 PROFESSIONAL BINGO CALLER
G792 MARTIAL SPIRIT like Street Fighter II
G798 6 EXCELLENT CARD GAMES collection
G809 BLITZ 2 fast action shooting games
G810 EXIT 13 Brilliant puzzle
G811 TEMPORAL MISPLACEMENT - Graphic adventure
G812 A DAY AT THE RACES - V.Good horse racing game
G820 BOULDER ORIGINAL with 80 levels
G821 BOULDERDASH cave/level construction kit
G822 BOULDER COLLECTION 2/3 160 level (2 disks)
G839 BOULDER PACK with 640 levels on 8 disks
G860 ALIEN NET WORK- new Space Invaders
G862 BATTLE FORCE excellent text adventure.
G863 GNU CHESS the best chess with 10 levels
G868 SWORD OF YIGG Graphic adventure
G867 POWER-TETRIS for 1 or 2 players
G868 SUPER SMASHING TETRIS
G870 CHESS II & CHECKER One of the best around, must for all CHESS or CHECKERS players
G871 GRAVITY FORCE 2 1 or 2 player thrust clone
G872 SCHNEBITZ Commercial quality puzzle games
G875 DELEXE GALA v2.3 (NEW) feature & bounce game 2 player RECOMMENDED, get it now
G876 THE KRILLIAN INCENDENT like ELITE2/Epic
G878 QUANTUM-Maze collect & escape type games
G879 RAG TO RICHES - like MONOPOLY
G884 WIPE OUT-mindless blasting games
G885 GODZILLA Another shoot em up

NEW 101 GAMES PACK 3

New 101 pack 3 contains over 100 games. Runs on all Amigas, only £11·99. OFFER: buy any 2 packs together & receive a free £4 token for use with next order. This offer cannot be used with any other current offer and is subject to conditions.

G886 SUPER MEGA FRUIT- All new fruit machine
G888 DRIVING MANIAC 3D (fill vector like Indi500) car racing- very fast. RECOMMENDED
G889 PLANET FALL - Luner Lander clone
G891 BUCK TOOTH ADVENTURE Very good multi level shoot/collect em up RECOMMENDED
G892 PENGO 2- Maze type games. Recommended
G893 SUPER OBLITERATION Blast asteroid very similar to PANG 2 lots of weapons RECOMMENDED
G894 SUPER INVASION II - New SPACE INVADER
G897 THE SHEPHERD Brilliant POPULUS clone. RECOMMENDED.
G898 ALIEN GENOCIDE (2) Shoot aliens set in space.
G899 PUCKMAN One of the better PacMan around.
G900 SUPER-BATTLE ZONE 3D (not WB1.3)
G901 M*A*S*H a (ANTWAR 2) similar to LEMMINGS & WORM, with loads of Weapons (Brilliant)
G904 LAST SOLDIER (2) multi level platform games
G905 CYBERTECH (2) excellent ALIEN BREED Clone
G906 HANGMAN any one for a game?
G907 ACE SPACE nice platform game
G908 COLOURMANIA slide/Klatriz type puzzle game
G910 HARRY-HADDOCK- Brilliant platformer games
G912 MANGLE FENDER - Brilliant, Smash up other cars/tanks etc to win. Extremely addictive. Get it
G913 ARCADE GAMES CLASSIC Vol 1 & 2 (2d)
G914 HELICOPTER - like Desert Strike
G915 COW WARS. Very addictive 2 player game
G916 ISLAND -Like Monopoly.
G919 COP THE LOT Pro Latest Lottery predictor
G920 LOTTERY PROFESSIONAL
G921 MONOPOLY. (board game) The best version
G922 JET WILLY 3 - excellent platform game
G923 FLAMMING ENGINE - Superb car racing game
G924 POWER MACHINES. Graphically brilliant
G925 SUICIDE-MACHINE Operation Wolf style
G926 ZAXXON 3D Superb C64 3D blaster game
G927 BOING V3. Great platformer. Recommended
G928 PUNTER - Animated horse racing game
G929 ARCADE JIGSAW (2d) includes LION KING
G930 WHEEL CHAIR GLADIATOR - Great fun to play
G931 NIMBLE - Brilliant new arcade puzzle.
G933 BLACK DAWN 3 - THE NEW BEGINNING (2) Superb 3D adventure. RECOMMENDED
G934 R3 ROCKET (NEW) very good rocket game
G935 BATTLE SHIP- the finest PD version
G936 LAST LAP - Fast car racing game
G937 SKID RACER (not A500) - Excellent car racing game

GAMES HINTS & CHEATS II

Do you find it hard to get past a certain level in many games? 5 disk pack with 1000s of games cheats/help/level codes action replays, pokes etc, should help you finish many games - suitable for all Amigas only £4·95.

Updated & Released on 28 July '95

EDUCATION

E001 KID PAINTS superb paint special for kids
E002 COLOUR IT brilliant computer colouring book
E003 TREASURE SEARCH find the hidden treasure.
E004 LEARN & PLAY I (not A1200) maths & games
E005 LEARN & PLAY II more education programs
E006 SPANISH TRANSLATOR Spanish, English
E008 MR MEN (WB1.3only) brilliant story adventure
E009 ASTRONOMY tutorial on solar/star etc system
E010 SIMON & SPACE MATHS maths & Simon games

E011 EDUCATION PACK 1

Packed with dozens of educational programs ranging from maths & science to educational games. Suitable for any Amiga.
5 disk pack only £4·95

E019 DINOSAURS teach you all about Dinosaurs
E020 WORLD DATABASE requires 2+MEG
E021 STORY LAND II interactive puzzle games RECOMMENDED
E022 LANGUAGE TUTOR teaches you 4 languages
E023 TALKING COLOURING BOOK talking Dpaint brilliant
E024 EASY SPELL II improve your kid's spelling
E025 SCRABBLE requires 2-4 player. Brilliant
E026 WORDS can help you solve the crossword
E027 OSWALD Large colourful cartoon game
E030 EVOLUTION breed your own hybrid
E031 IQ TEST + IQ GAMES pack 1 excellent
E033 TYPING TUTOR very good typing tutor
E035 CHESS HELPER helps/teaches how to play
E036 BASIC TUDOR learn about Amiga basic program

EDUCATION & 21 GAMES PACK

Collection of the very best of educational programs and a 21-game pack. A very popular combination for kids (runs on all Amigas)
5 disk pack only £4·95

E038 AMIGA TUTORIAL 7 part tutorial
E039 COMPUTER CARE how to care for your Amiga
E040 GUIDE TO LOWER BACK PAIN tutorial about the spine & how to avoid back pain. RECOMMENDED
E041 KID ALPHABET displays alphabet
E042 FRACTION & SILOUEST maths & games. Excellent
E043 MATH MASTER teaches/tests you on maths
E044 STEAM ENGINE V2 graphic & tutorial
E045 PETROL ENGINE tutorial & animation graphic
E046 GAS TURBINE ENGINE tutorial & anim graphic
E047 STIRLING ENGINE tutorial & anim graphic
E050 DREAM FOR ANGEL explains the meaning of dreams
E051 INVISIBLE WORLD brilliant RECOMMENDED
E052 FISH TANK turn your Amiga into a FISHTANK
E054 DEMOLITION MISSION simple game for kids
E055 WORD POWER solve crossword puzzles etc good.
E056 WORM HOLE simple game ideal for children.
E057 APPLE CATCHER catch falling apples brilliant
E058 CROSS MAZE & CRYPTOKING 2 excellent kids games
E059 VERB QUIZ find the word & its related verb. Brilliant
E061 KING JAMES BIBLE (4d) complete Bible
E066 TARROT clairvoyance in an instant
E068 GALLOW fancy a game of hangman?
E070 MATH DRILLS teaches all basic maths skills V good
E071 ERROR INFO gives information as to why your Amiga crashes
E075 WORLD WAR 2 graphics tutorials on world war like Starprobe/ molecube etc
E076 SCIENCE an excellent collection of science disks. (4 disks)
E080 KIDPRIX great childrens painting program.
E081 ASTRONOMY PACK- Amazing collection of programs relating to astronomy. Locate star positions etc. Must for astronomy student or enthusiast (4 disks)
E073 PICTURE & LETTER learn to read - first steps
E074 AMIGA BEGINNER GUIDE tutorial on Amigas
E085 NODDY PLAYTIME Very good demo
E080 KID PIX more excellent painting programs
E081 D.T.P FOR KID easy to use, excellent
E092 SING A RHYMES sing-a-long
E094 HIGHWAY CODE TUTOR questions on highway code
E096 READ & LEARN (2D) THREE LITTLE PIGGY Story
E097 BACK TO SKOOL vol 1 collection of the best
E098 BACK TO SKOOL vol 2 in educational programs
E099 BACK TO SKOOL vol 3 & games. RECOMMENDED
E100 LITTLE TRAVELLER world wide information
E101 WORLD GEOGRAPHY world with map & text.
E103 DISCOVERY OF THE ATOM tutorial on the Atom (2D)
E104 DESK TOP GUIDE TO MUSIC (3D) guide & tutorial
E107 TRUMPTY FIREWORK ALPHABET Entertaining way to learn the alphabet
E108 HOW TO DEVELOP PHOTOGRAPHS 1 (2) Excellent
E109 MR MEN OLYMPICS (2D) many events to compete in.
E110 CULT TV DATABASE (2D) Information on early TV series
E112 HOW TO DEVELOP PHOTOGRAPHS 2 (2) develop your own.
E115 ELECTRONIC WORLDS (3D) Complete King James Bible
E116 HOW THE EARTH BEGAN- Big Bang theory.
E118 WORKBENCH 2 tutorials on Work Bench 2
E119 DINO WAR Quiz on dinosaurs
E120 JUNIOR MATHS Great learning aid for teaching maths RECOMMENDED
E121 PICTURE PUZZLE brilliant JIGSAW type games
E122 WORD FACTORY Brilliant, teach kids new words
E123 KID DISK 1- Brilliant education pack
E124 KID DISK 2
E129 KID DISK 3 (DTP) Drawing program for kids
E142 KID DISK 5 & 6 - 2 disks full of brilliant games
E125 JURASSIC PARK lots of information on dinosaurs
E126 CHILDREN SONG 2 contains 5 excellent songs
E127 MING SHU (A500 only) Brilliant Chinese Astrology.

KIDS DISKS 1, 2, 3, 4 & 5

Excellent collection of educational programs. Ideal for teaching kids various subjects while retaining the fun & game element.
5 disks only £4·99 or order separately for only 99p per disk.
Order Code KID DISK & no. 1-5

E128 ASTRO 22 PRO V3 -The latest astrology program that calculates the position of planets, time of eclipse, zodiac positions etc. RECOMMENDED
E130 FRENCH VERB TESTER should help you with your French.
E131 CULT TV DATA BASE II (2 DISK) information on early TV
E132 WORLD HISTORY BOOK
E133 LITTLE TRAVELLER II (2) World wide information.
E134 X-FILES - Guide to the TV series.
E148 CHESS & TUTOR - teaches you how to play chess
E150 INTERNET-FULL guide to internet & superhighway
E161 CLI & SHELL TUTOR (help) Ideal for beginner
E162 DELUXE PAINT GRAPHIC TUTOR V 3 & 4 RECOMMENDED
E163 JAPANESE - teaches you to speak the Japanese language
E164 PAINT IT (not A5001.3) latest COLOURING BOOK
E165 KEY BOARD TRAINER An excellent typing tutor.
E166 WORD POWER- spellcheck/crossword solver/teach
E168 CROSSWORD CREATOR - design crosswords
E169 CHESS II & TUTOR brilliant Chess II games
E170 HISTORY OF AVIATION Vol 1 Excellent disk
E171 CHILD FAVOURITE- Education program
E172 ANIMAL LAND - Learn about animals
E175 FRANTIC GUIDE TO COMPUTER (2D) brilliant & funny
E177 CYBERPUNK 2 for CyberPunk freaks only
E178 STAR-TREK & STARTREK NEXT GENENATION GUIDE (6) must for Star Trek fans, contains 100s of pictures from Star Trek series 2
E181 SIGNATURE CREATOR customise your own signature.
E182 VIRUS WORKSHOP V4 comprehensive guide to virus'
E184 IMAGINES VIDEO 2 disks
E185 WORKBENCH 2/3 GUIDE On line help/Complete
E210 LEARN & PLAY 3 Latest education & games
E240 BARNEY THE BEAR GOES CAMPING (2d) all about animals
E241 COMMS GUIDE V1.1 using modems for beginners
E242 GUIDE TO WEATHER (3d) complete weather guide. RECOMMENDED
E245 MATH ATTACK- Maths related games for kids
E242 ANIMAL-LAND - Ideal for young kids. Excellent
E243 PICTURE-MATHS - Maths program for kids
E246 BEGINNER GUIDE TO WB 3 (A1200 only)
E247 GLOBE FACT(2) facts about planet earth
E248 KID ONLY. 6 excellent games to play with
E250 SANTA -Help santa collect presents
E251 BIRTHDAY HISTORY V2.2-
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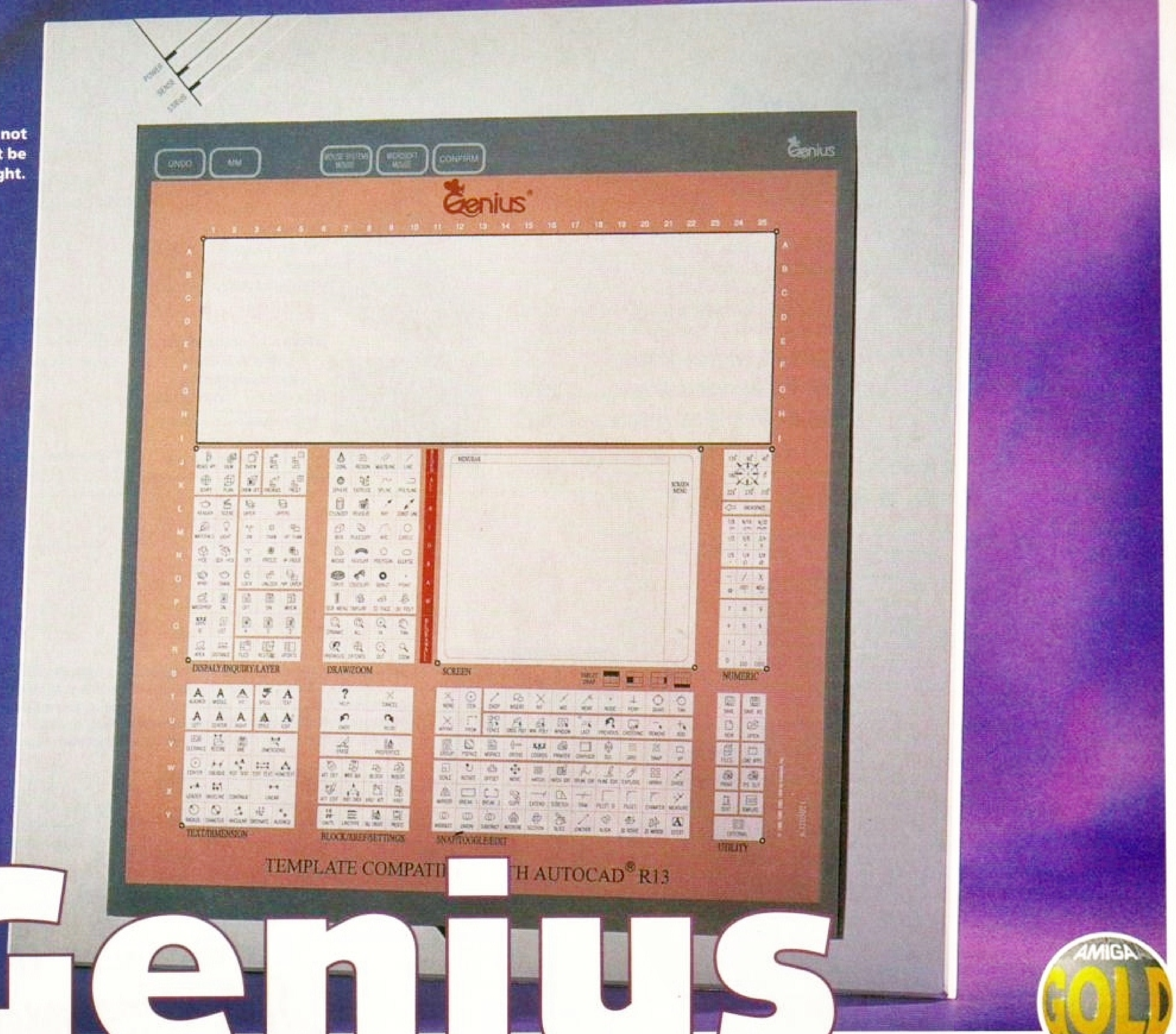
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It's not too big, it's not too small – it might be just right.

Genius 1212HR

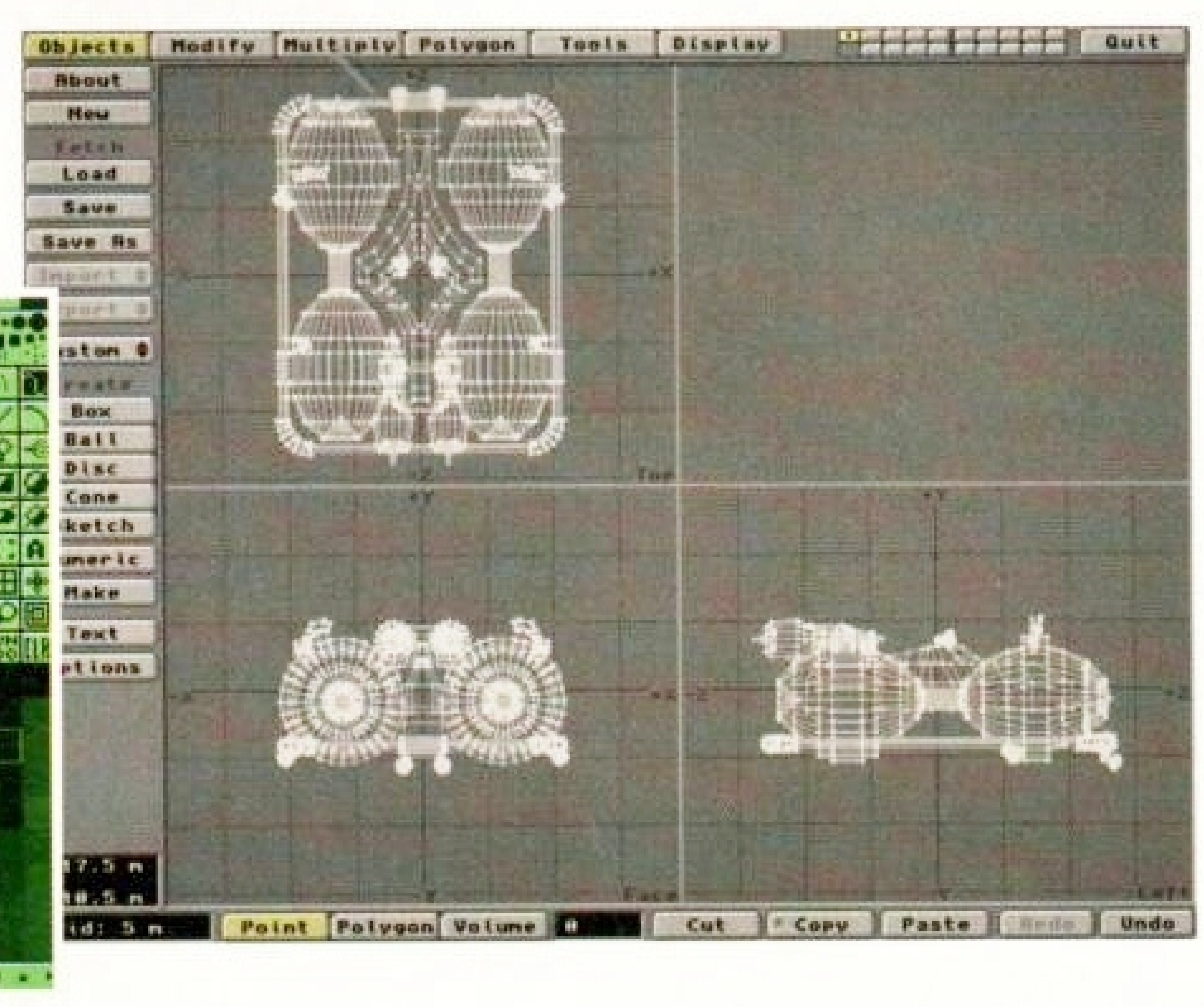
Previous models have come in only two flavours, but the *PowerTab* is looking far more tasty.

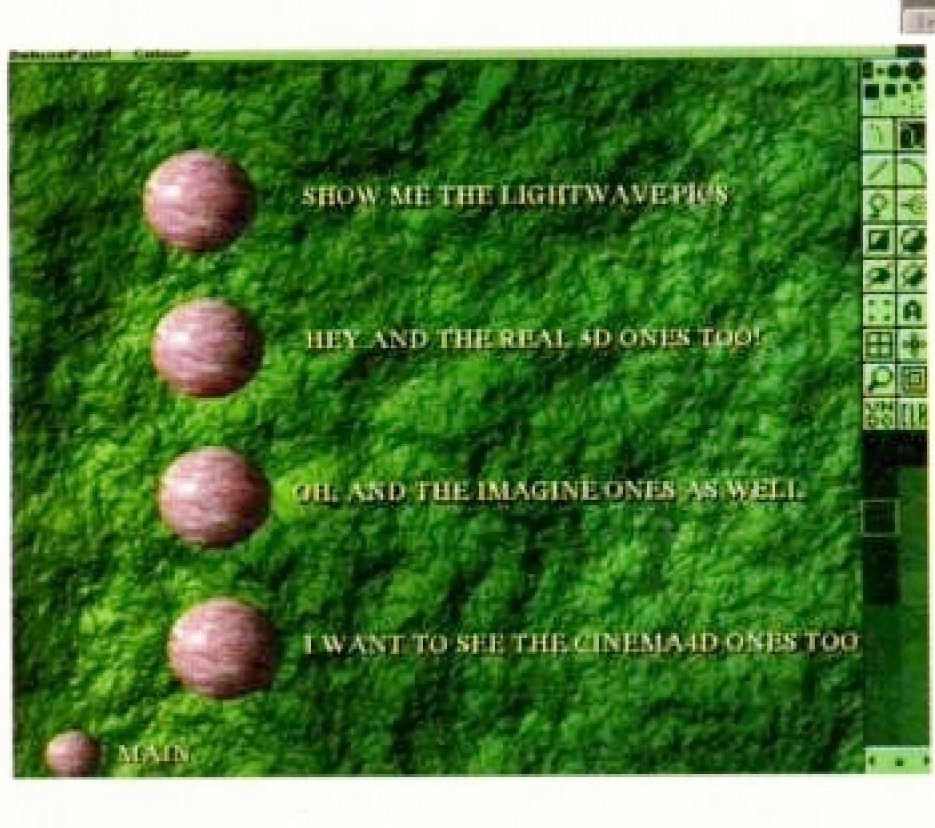
Newcomers to the computing world, may find using a mouse as an input device a little odd at first. Despite the fact it doesn't really look that much like its name-sake, mice are actually quite good at doing the job they were intended for – enabling users to take advantage of GUIs.

However, while this is a more intuitive input device for navigating directories and manipulating files than having to use your fingers to type commands, the mouse leaves a lot to be desired when used as an artists' tool. Many a would-be computer artist has uttered curses over our little beige friend as most people from a traditional arts background have found that a mouse is no substitute for a pencil, crayon or brush.

The main reason for this is that you don't have as fine a degree of control over a mouse as you would a pencil or similar implement. The very act of taking hold of a mouse renders your thumb and forefinger, your two most useful digits, all but useless. Of course a more non-technical explanation is that we've all been using slithers of wood or plastic to draw and write with for most of our lives.

With its huge active area and powerful options, the *PowerTab* works well with both 2D and 3D programs.





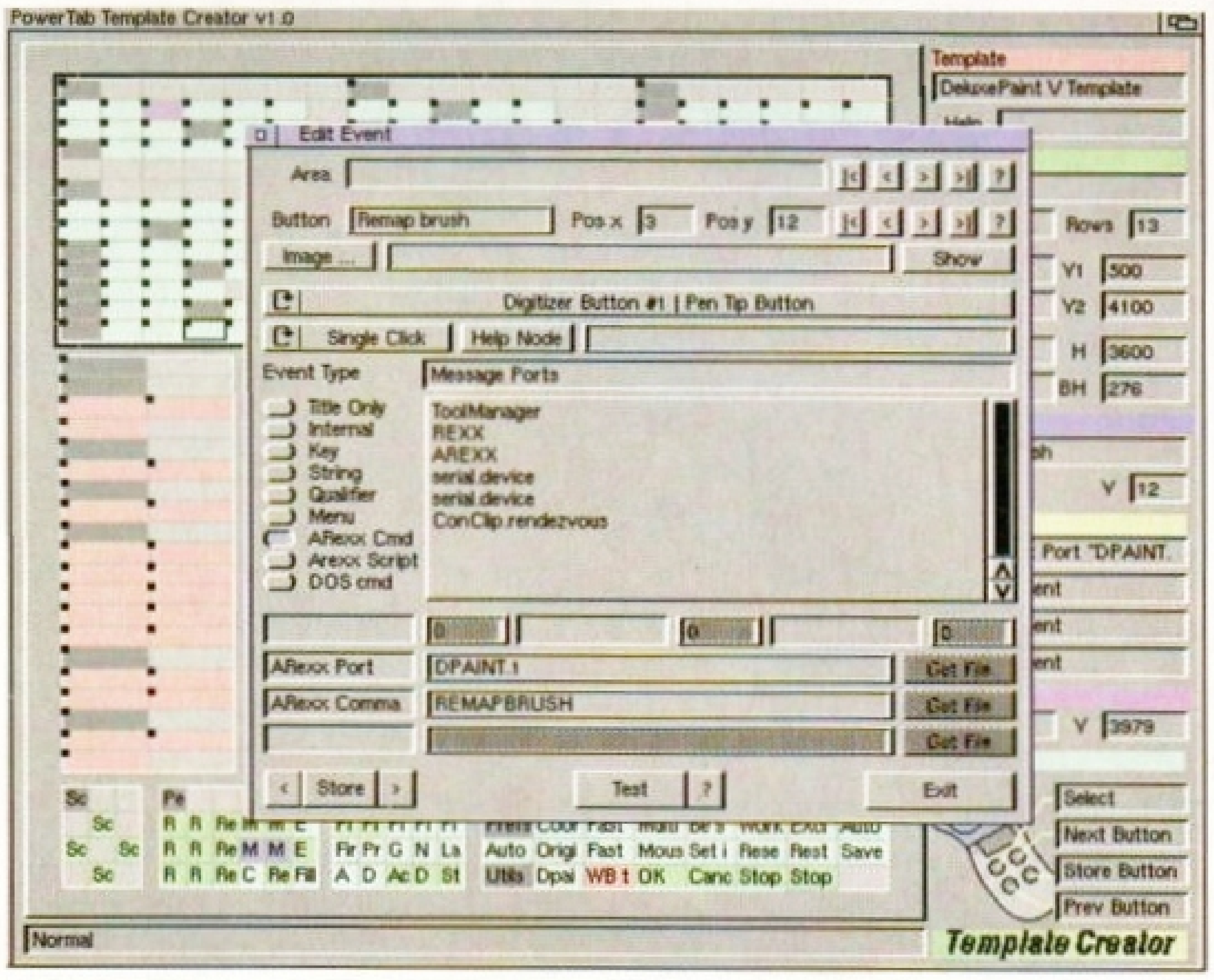
TASTY OPTION

The best solution for this artistic dilemma is usually buying a graphics tablet. These wonderful pieces of tabular technology make it possible to use a pen-like system which is more natural for most artists. Unfortunately graphics tablets generally come in only two flavours; fancy and very expensive or cheap and tiny. With the arrival of the *Genius 1212HR* there is now a third option between these two extremes in price and performance.

At £200, the *1212HR*, known as the *PowerTab*, is larger than the usual pocket-sized tablet in this price bracket It measures a massive 16x16-inches, however, as the name suggests, the active area of the tablet, or the part where the puck or stylus can be registered is actually only 12x12-inches, although this is still pretty big.

As standard, unlike some of Genius' smaller tablets, the *1212HR* is supplied with both a puck and a stylus. The stylus is the pen-like input device that most





people associate with graphics tablets.

A puck is essentially a fancy mouse with extra buttons and a cute little clear plastic protrusion with a crosshair. This crosshair enables you to trace simple images and effectively digitise them. This is possible because you can actually have several sheets of paper between either the stylus or the puck. This ability is generally more useful for CAD or other precise 3D work where you need to create an accurate representation of a shape.

Even with a crosshair, doing this accurately can be a difficult task if the puck is not ergonomically designed, not to mention uncomfortable. Thankfully the *1212HR*'s puck has been well designed and its five buttons are placed pretty sensibly, including a big one on the end which reduces the number of muscle spasms in your hand.

However, to be quite frank, there is nothing special physically about the *1212HR* as there have been several tablets that, despite being smaller, have had similar hardware options. Nor is the stylus pressure-sensitive. What makes the *PowerTab* so special, and why we've dedicated two pages to it, is the software that is supplied with it. The software comes in two parts *PowerTab* and *PowerTemplate*.

PowerTab is the general control software that enables the tablet to communicate with the Amiga. The special bit of software however is the *PowerTemplate* package. This is used to create templates that govern how the tablet behaves and provide access to a

ABOVE: Imagine using all of *Photogenics'* features without the need for loads of menus.
ABOVE RIGHT: Adding program commands to a template is surprisingly easy.

range of special features. The program's interface is reminiscent of a PD circuit board design program. The version supplied with the tablet is unregistered so you can't save the template, but you can obtain the registered version for a price that is still to be confirmed.

BUTTON BANKS

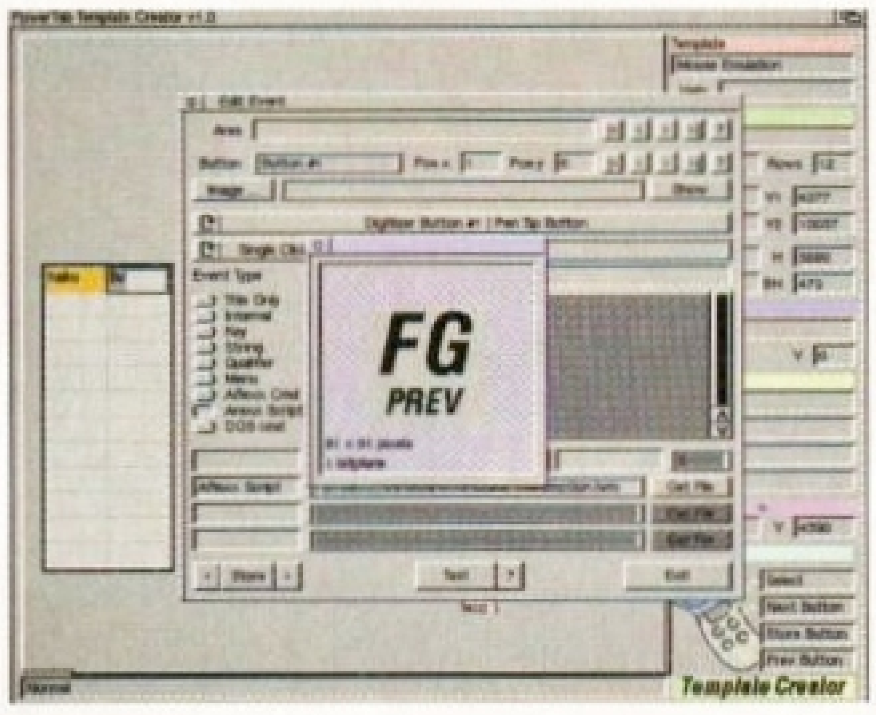
You have an area of the screen that represents the active area of the tablet and you can assign specific functions to particular areas. Typically this would involve setting an area for visible mouse movement on the screen and then assigning special areas around it to perform specific functions. These areas are usually button banks that contain a number of buttons specified by you in rows and columns. Each of these buttons can be made to perform a particular function. This can be anything from tablet specific functions such as recording a macro to executing a command in your favourite program.

Using the Event editor you can choose to activate an internal command, a keypress, a string of text or numbers, a menu command, an ARexx command, a DOS command and even an ARexx script. You don't even need an in-depth knowledge of the program, as the editor can search for active programs and select their menus or gain direct access to their ARexx ports.

There are three templates supplied, for *DPaint IV*, *DPaint V* and *PPaint 6.4*, which provide easy access to the programs' features. *PowerTemplate* can either print out your template or save it as an IFF and it's also possible to import brushes for use as buttons.

It is possible to create templates for just about any program including Workbench. Use with a 3D program, for example, would combine the accuracy and absolute coordinates of the tablet with it's power to make creating accurate objects and accessing special functions much easier.

At £195, the *PowerTab* is certainly not something that every Amiga-user is going to buy for the sake of convenience but it is sure to find a happy home with many an Amiga artist because the *PowerTab* is very much a power-user's tool.



The power of the template-creation software enables the integration of the tablet with any program.

GENIUS 1212HR

DISTRIBUTOR
Power Computing
01234 273000

PRICE
£195.95

SYSTEM REQUIREMENTS
Workbench 2 or 3

SPEED ●●●
There is a bit of a time lag when using *DPaint*'s mouse tracking option, but that's most likely the fault of *DPaint*.

MANUAL ●●●
The manual is a bit sketchy, but provides you with enough information to get started.

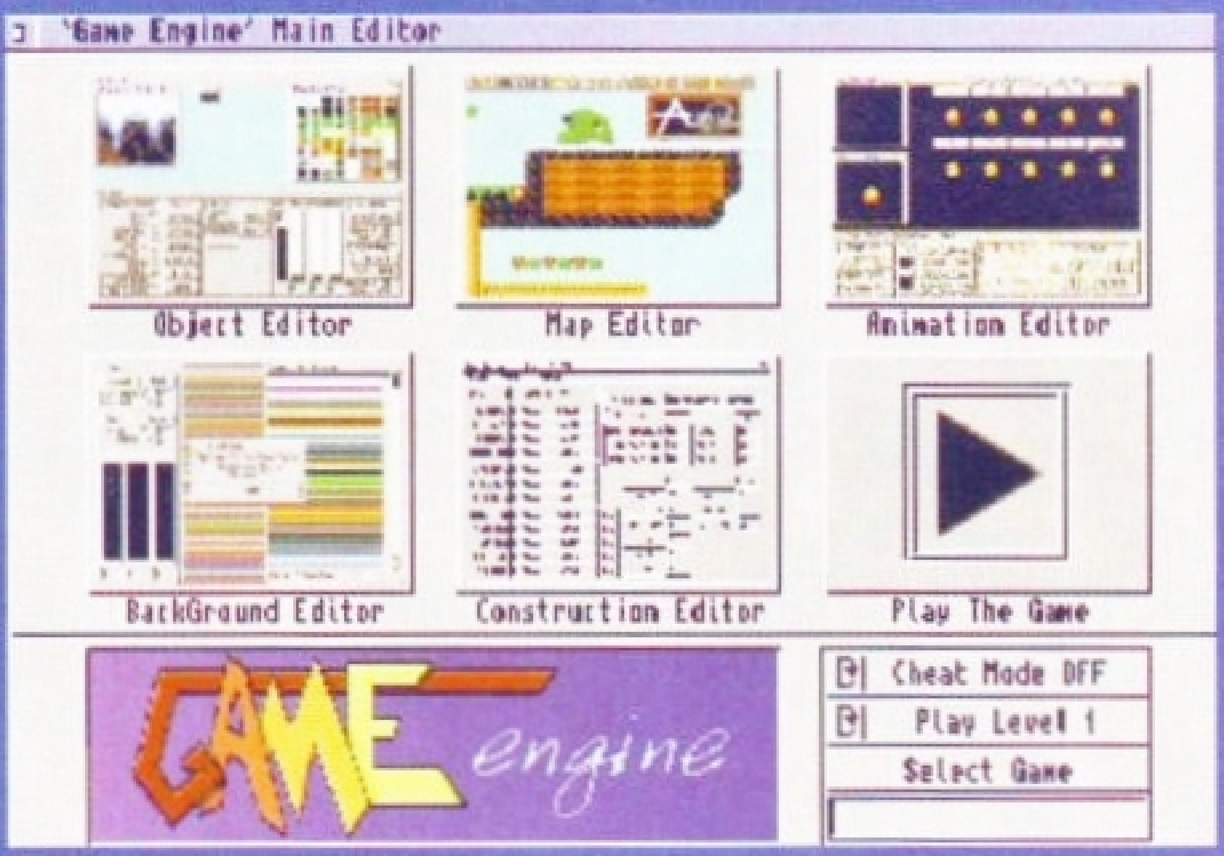
ACCESSIBILITY ●●●●
While a fair amount of knowledge of the Amiga helps, things have been kept as simple as possible.

FEATURES ●●●●●
One of the few tablet and software combinations to make full use of the functionality of a graphics tablet.

VALUE ●●●●
At just under £200 it sounds expensive, but it's definitely worth it.

"Finally, a graphics tablet that can really "work" with your Amiga"

91%



The program has a very simple interface. Simply click on the appropriate button and file requestors will pop-up.

GAME ENGINE

Graeme Sandiford would have preferred a Fight editor but you can't win 'em all...

The platform game is perhaps the most consistently popular genre in the computer entertainment industry. There is something about bouncing your way around a multitude of levels, collecting stuff as you go, that appeals to most gamers, especially younger ones. Personally I don't much see the point of games where you don't get to play the role of a military commander or beat people up, but there must be many others who do, because platform games usually make up the majority of PD games.

As a result of this popularity, most game designers, at some time, find themselves creating platform games. *Game Engine*, as you will probably have deduced from last month's Coverdisk, is a game creation tool designed specifically to create platform games. What's more it has been designed to enable just about anyone, who can read and use a mouse, to churn out as many platform games as they can think of. This should bring the art of games development within the grasp of the common Amiga-user.

It achieves this goal through the use of a modular system that enables you to edit and create the various elements of your game in dedicated editor modules. These elements can then be combined in the Construction editor to create something recognisable as a game.

The Object editor is used to create the objects that will inhabit your game world. This can include things like obstacles and ledges. In order to place these objects on the screen you have to load up the Map editor. This gives you control over the general layout of the current level you are working on. By using these two editors it's possible not only to create objects that your character can interact with, but also add variables to those objects such as making them slippy like ice or sticky like mud so that your character moves quicker or more slowly over surfaces.

The Background editor is what you use to make a nice pretty background, but while the Background editor can load in colour and copper palettes, it is incapable of loading in pictures. This is a serious limitation because it means that you can only have colour gradients as backgrounds.

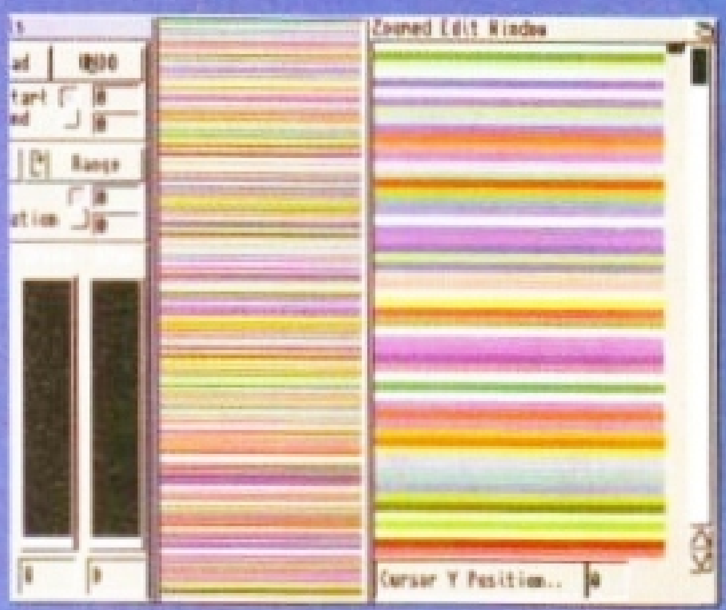
The Animation editor is where you create the animation frames for your character and baddies. There isn't exactly a huge array of options, but there is more than enough tools to get your characters waddling and jumping around the screen.

Once you've got most of your elements, you need to bring them together in the Construction editor. As well as the elements already mentioned you can also add sounds and modules. The sounds can be easily assigned to various events such as your character jumping or finding a bonus item.

When you're satisfied with your game you can save it to distribute to your friends or even a PD library. However, don't expect to be able to produce commercial quality games as this product lacks the necessary power and flexibility. While this is the case, *Game Engine* is still an excellent introduction to the world of games creation.



The Map editor lets you take the individual blocks created in the Block editor and set the map so that it creates a level.



Unfortunately, the Background editor is not capable of loading pictures, so you are limited to various shades of colour.





Create your own little characters using the Animation editor. This little chap looks remarkably like Nick – he must be on the dark side.

GAME ENGINE 1.1

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PRICE
£24.95 (See page 16 for *AF*84 Coverdisk offer)

SYSTEM REQUIREMENTS
AGA Amiga

SPEED ●●●●
The program operates quite quickly and the games run sufficiently speedily once they've been compiled.

MANUAL ●●●
The manual is adequate, but a bit sparing with details and overall use of the program.

ACCESSIBILITY ●●●●
The program itself is child's play to use, but installing it to hard disk is a pain as there is no script.

FEATURES ●●●
You shouldn't expect to be producing any best-sellers, but there are enough tools for beginners.

VALUE ●●●●
Game Engine is good value and should provide an affordable start in designing games.

"Without doubt the easiest way to create a platform game"

85%

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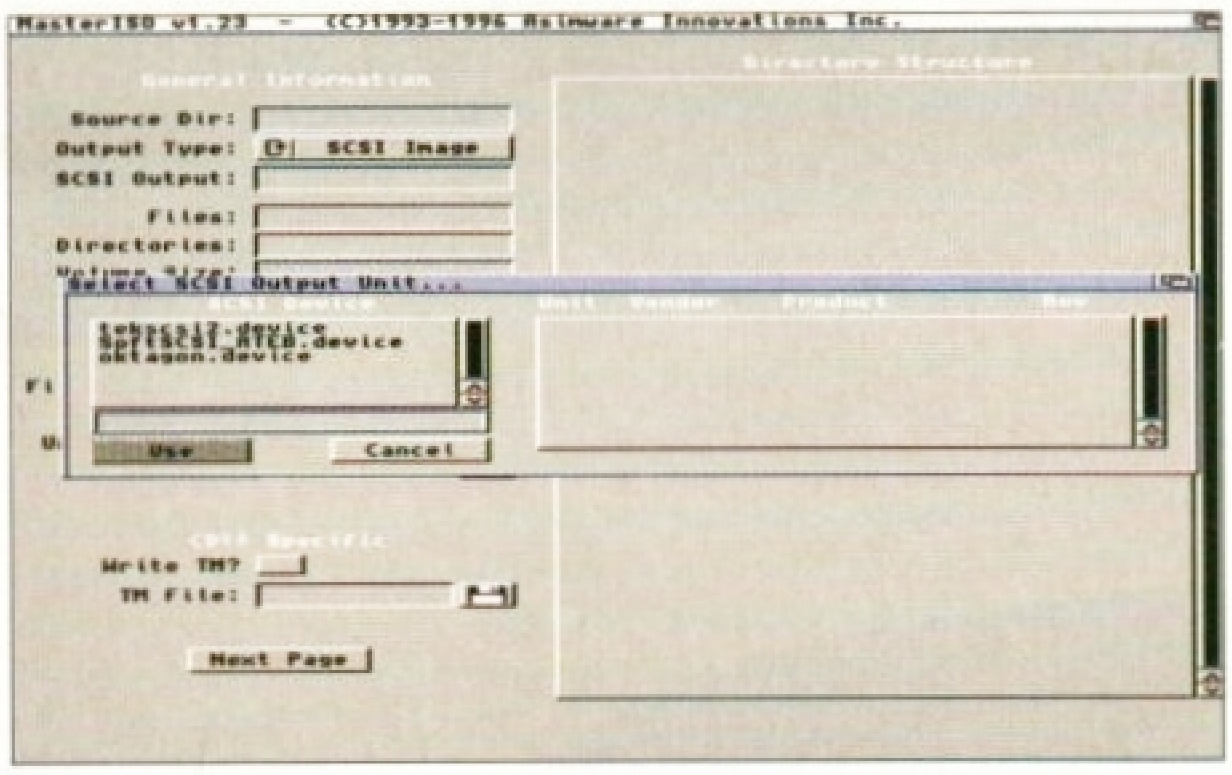
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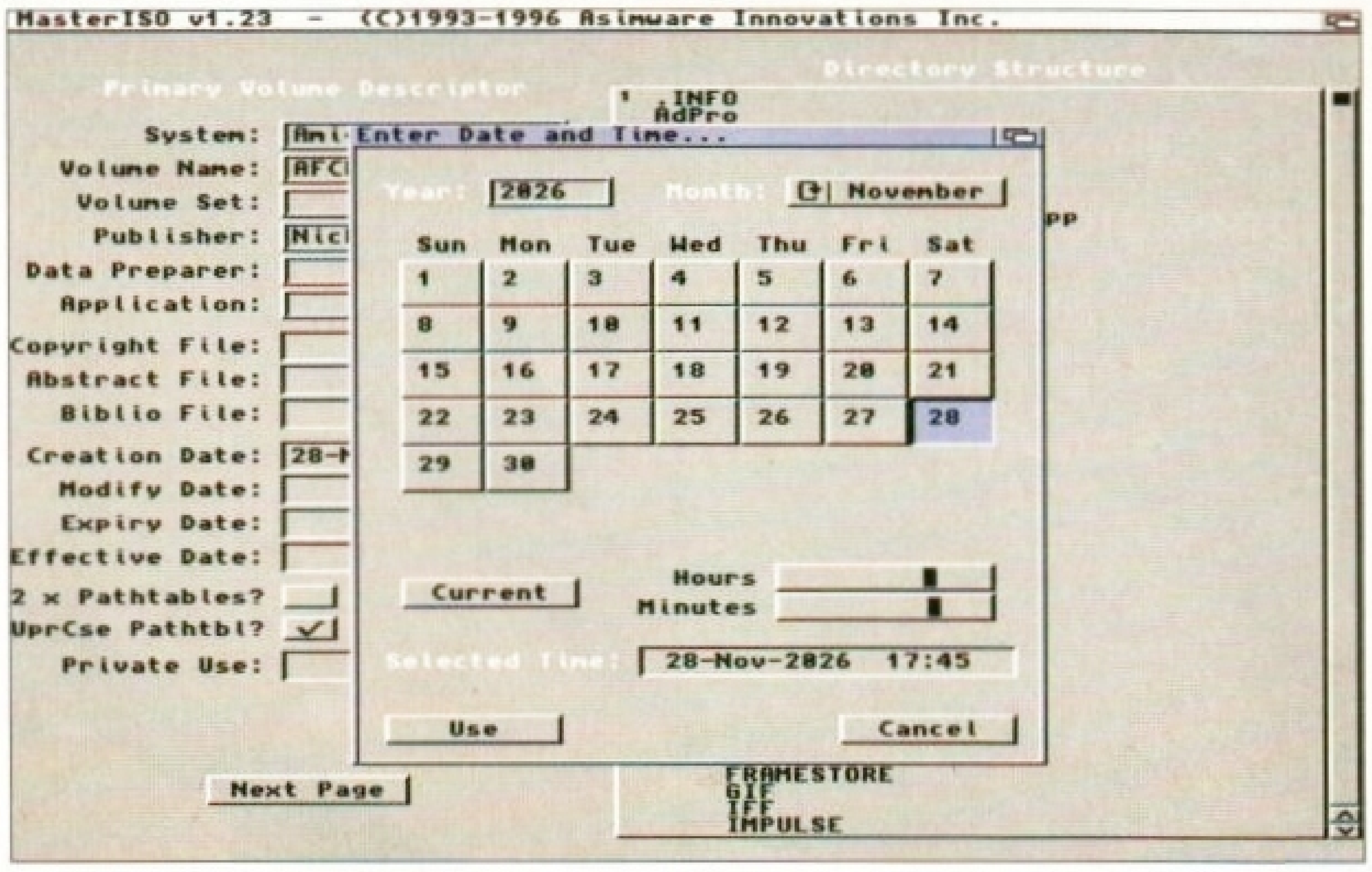
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Master ISO will help you to find your SCSI CD writer – but check first that yours is supported by the software.



Master ISO allows you to enter all the volume info you like. All of these bizarre fields are supported by the CD format, though few are genuinely useful apart from the date.

Master ISO

If you plan on making CDs with your Amiga, you will need disc cutting software, which as Nick Veitch discovers, only leaves you with a choice of one.

Okay, it isn't everybody that has the equipment or perhaps even the need to cut their own CDs. Or is it? The price of CD-ROM cutting equipment has continued to fall since the first "desktop" units were introduced a few years ago when you would have had to think about finding £5000 for the hardware. Now you can pick up a reasonable kit at a tenth of that price and suddenly, the whole thing becomes more reasonable.

The thing about recordable CDs though, is that they are different from normal SCSI devices in two major ways. The first difference is that CDs have an almost universal file format, called ISO9660. This is as different to normal Amiga disks as a MAC or a PC file format, so you need software which can re-order your files into this new format.

Secondly, and rather more obviously, the CD is a write once medium – i.e. you can "save" something to the disk, but you can't then edit or delete it. The CD writer actually burns pits into the foil of a special CD to record the data – a process which is a little hard to undo.

Another thing worth bearing in mind is that a lot of older CD drives (and here I mean the ordinary CD drives, not CD-ROM drives) cannot support multi-session disks. This means that you have to write everything you will ever want onto the disk in one go.

This is why you need software like Asimware's *Master ISO*. A demo version appeared a few issues ago on our sister magazine *Amiga Shopper*, and is also included in the commercial demos section of *AF*CD1.

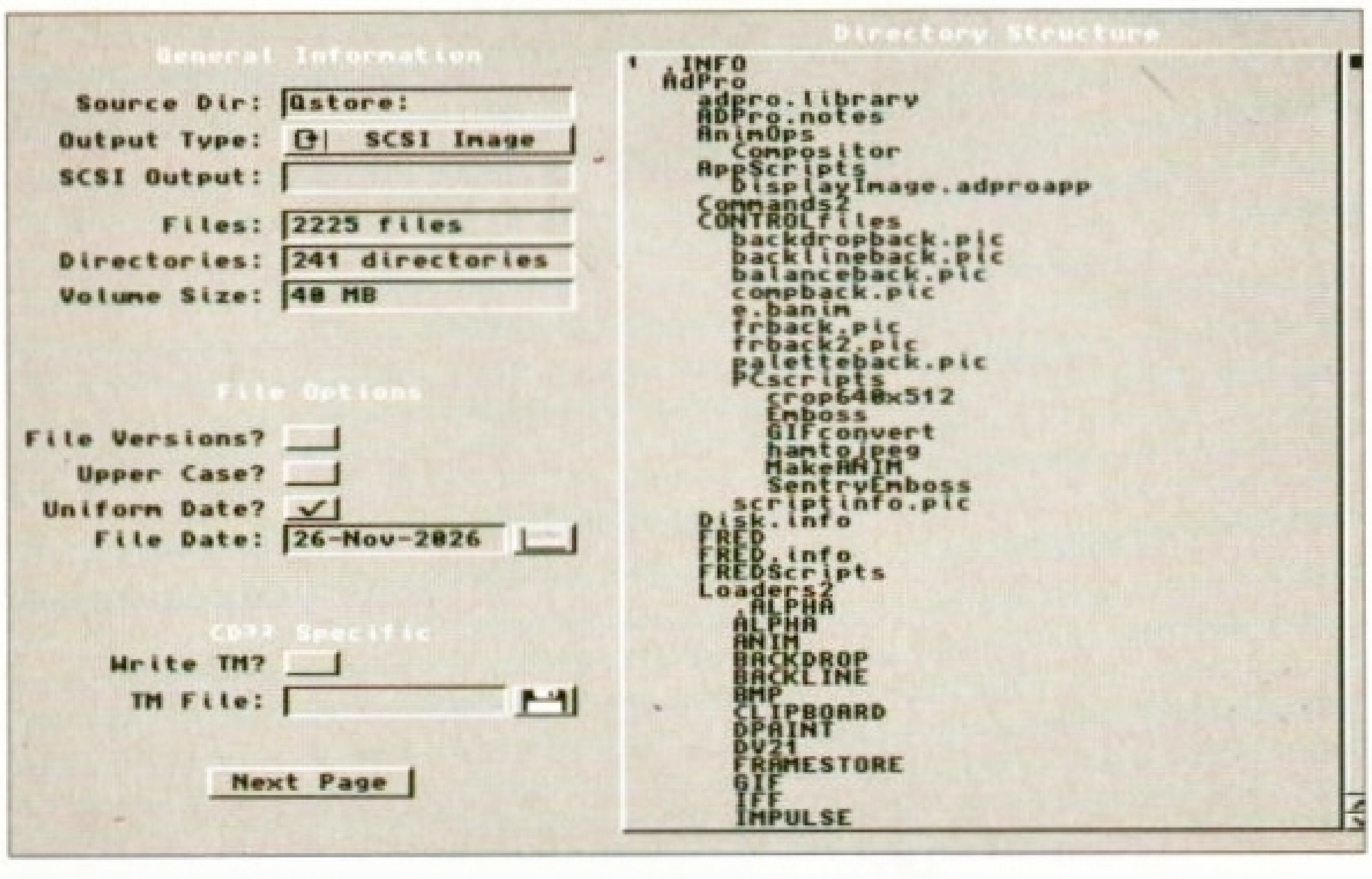
Quite simply, the purpose of this software is to organise a list of files you wish to put on the CD-ROM, rearrange them to fit the ISO9660 standard and then write them to the CD.

One major difference between *Master ISO* and similar software currently available for the Mac is that writing the CD is a two-process operation. Firstly, the software will generate an ISO image of the disk, and secondly, it will write this to the CD. Obviously, the disadvantages of this are twofold: it takes longer, and you need an extra 660Mb of disk space to hold the full CD image. It does have some advantages though – if you want to run off a few copies, you only have to make the image once which can be a big saving.

The other problem is that the list of files cannot include duplicate entries. I suppose this is rather obvious, but an option to rename files would have been nice. It is also not possible to go through a device and select only some files or directories, it's all or nothing. This means you have to have another drive or partition specifically to hold all the stuff you want to put on CD.

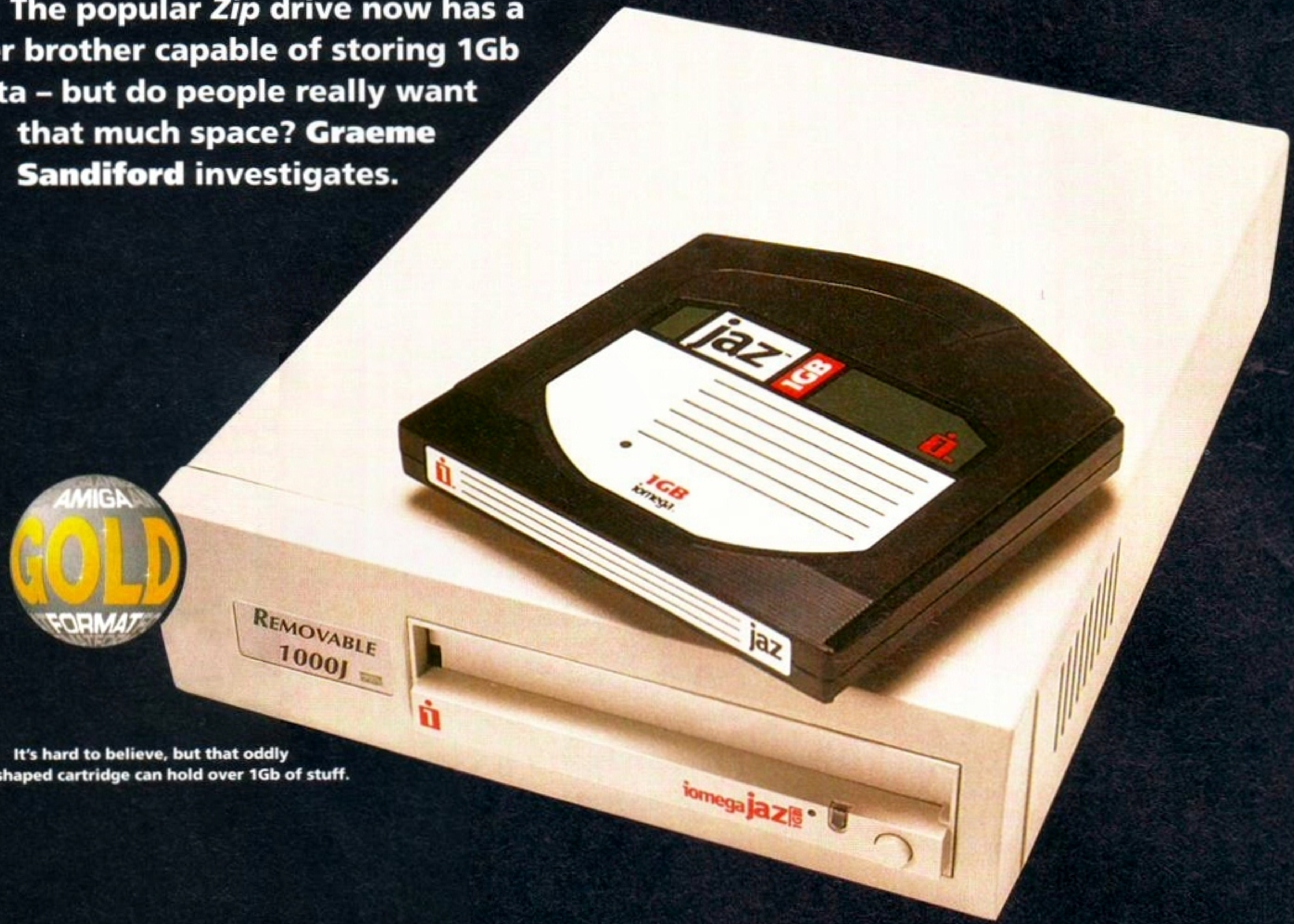
If you want to include audio tracks on your disks (made a lot easier by using *Asim CDFS*, the CD filing system from the same company) these can be added to the track list. All the digital data, i.e. your AmigaDos files, will occupy one track, but it's easy enough to create extra tracks for the audio.

It seems like this is not a glowing review, but actually *Master ISO* works consistently well. It is being continually updated with new features and the ability to support more CD-writers and compared to the only alternative, Commodore's *CDBuild* kit (which was only available to registered developers), it is tremendous. It is not difficult to be the leader in a field of one, which makes the improvements all the more impressive, and I have no hesitation in recommending this software.



A listing of selected files will appear on the right but don't be fooled – you can't rename, move or even remove entries from this list.

The popular *Zip* drive now has a bigger brother capable of storing 1Gb of data – but do people really want that much space? Graeme Sandiford investigates.



It's hard to believe, but that oddly shaped cartridge can hold over 1Gb of stuff.

Jaz Drive

There is possibly only one thing that is certain in the computer industry, and that is that if some activity is processor-intensive, creative or just fun it will take up a lot of memory and plenty of hard disk space. Anyone who is involved with any kind of creative work on a significant scale will either have a huge hard drive or be saving very hard for one.

Whether involved with music, video, graphics or multimedia the amount of disk space required by more and more people has increased dramatically. As part of their sales blurb on their website (http://www.iomega.com) Iomega give an example of one of their clients, Amblin Imaging. This Steven Spielberg-owned company is responsible for a number of special effects in TV shows. On average each image they render takes up about 1Mb of disk space. As you can imagine, at around 25 frames per second, that's a heck of a lot of disk space even for just a few minutes of footage.

BIG BROTHER

Traditionally, large production houses usually have rows upon rows of hard disks in a big room somewhere. That, along with the storage methods of many other media professionals, looks set to change with the arrival of Iomega's latest hard drive. The *Jaz* drive is based on similar technology as the increasingly popular *Zip* drive from the same company. However while each *Zip* cartridge is capable of storing 100Mb of data, the *Jaz* can handle 1Gb. Yes, you did read that correctly 1Gb, as in 1024Mb of data.

A hard disk with a storage capacity of one gigabyte is hardly anything special, in fact it is becoming close to the norm. However the fact that, like the *Zip*, the *Jaz* is removable is quite literally revolutionary. To put it into context, this is a bit like having a re-writable CD-ROM – a medium with enormous storage capacity that can be taken from one machine to another conveniently. This is real god-send for people who are producing a CD-ROM as it means you can build an ISO image of a CD and then take or send the cartridge to another machine to have the CD cut. This provides an easy way to master CD-ROMs without the need to invest in an expensive CD-ROM writer.

Another good way to look at the

THE ALTERNATIVES



SyQuest are not going to take the *Jaz* drive lying down – meet the incredibly sexy *SyJet.*



Most people will probably have their needs met by the *Jaz's* little brother, the 100Mb-per-cart *Zip*.



Magneto Optical drives can actually store more than the *Jaz*, but are still quite expensive.

The *Jaz* is not the only large-capacity removable storage solution available on the market today, but it does compare favourably with most of the existing options.

***Magneto Optical systems* are an excellent method of transporting large chunks of data around – the cartridges are quite robust if a little large. However while each cartridge can hold 1.3Gb of data, the drives are still very expensive.**

The *Jaz's* main competition is going to be the *SyJet* from Syquest. This drive has the edge over the *Jaz* in the size department with the ability to store 1.3Gb, and more surprisingly it looks more stylish. Its performance is also nearly identical to the *Jaz* and if the reliability of the *SyJet* is proven it could cause Iomega some serious headaches.

For most people though, being able to store 100Mb on a disk is quite enough, which means the *Zip* drive is an excellent mass market option. The drives have been surprisingly popular and may, in a few years time, even succeed in killing off floppy disks.

storage size of the *Jaz* is that each cartridge can store around 1.7 hours of 16-bit audio (44Khz) or a complete MPEG 1 movie. The *Jaz* drive seems like an ideal way to transfer large amounts of data and can form an important part of your computer by enabling – excuse the romantic phrasing – limitless storage expansion. Of course it is not a particularly good idea to have a removable medium as your startup disk, but the *Jaz*'s performance is at least equal or better than most hard disks.

BETTER LOOKING

Physically the *Jaz* has been designed very much in the style of the *Zip*, with a great deal of effort made to make it look attractive. At the time of this review there are only internal versions of the drive available in the UK, but most of the distributors have been using alternative casings so that non-big box machines (which have suitable drive bays), like the A1200, can still use them externally. The official casing is almost identical to the *Zip* except that it has a few more designer nobbly bits and lacks the vertical supports that enable the *Zip* to stand on its side.

The cartridges are again similar in proportion to a floppy disk, but unlike the *Zip*, the end that is inserted to the drive is rounded and is about twice the thickness of a *Zip*. As with the *Zip*, Iomega aren't giving any secrets away about how the mechanism works, but from the size and the fact that the cartridge seems to be spinning continually, it would seem that, unlike the *Zip*, it's closer to a hard disk than a floppy.

A slightly annoying feature of the drive is that if it's not been accessed for a long period it will un-mount itself from your system. Although it is a slight pain, you have to eject and re-insert the cartridge, it probably extends the life-span of the disk. When the disk is being accessed it is quite noisy, but would probably not be noticed in an office.

VERY FAST

When you look at the performance the *Jaz* is capable of, you begin to understand why it might be a little noisy. The *Jaz* is capable of a burst rate 10Mb-sec and a sustained transfer rate of around 6Mb-sec, which is, I'm sure you'll agree, quite impressive for a 1Gb removable cartridge. In fact it can be quite an un-settling experience to watch the *Jaz* and another fast SCSI drive transferring files over a fast SCSI II connection – it takes a while to get out of the habit of checking that your files have actually been copied.

The *Jaz* version of Amiga *Zip* Tools has yet to be completed, but you can use the *Jaz* as an ordinary drive. It takes HDToolbox a while to decide what it is, but after that it works fine aside from the fact you can't write or password protect the cartridges. *Jaz* Tools should be ready in a month or two.

Overall the *Jaz* drive is certainly an impressive mechanism and certainly looks as if it should go down well with a lot of computer professionals. However it does seem unlikely that the *Jaz* will enjoy the same degree of popularity as the *Zip*, over 1 million units have been sold world-wide already.

The *Jaz*'s enormous storage capability is not really needed by the majority of end-users but, then again, who would have expected two or three years ago that so many people would buy 100Mb-per-disk drives?

JAZ DRIVE

DISTRIBUTOR
HiSoft 01525 718181

PRICE
£469.95 internal
£529.95 external
£99.95 per cartridge.

SYSTEM REQUIREMENTS
SCSI interface

SPEED ●●●●●
There are very few removable drives that can keep up with the *Jaz*.

MANUAL
As yet there isn't one.

ACCESSIBILITY ●●●●
When the *Jaz* tools are completed, installing the drive should prove a lot quicker.

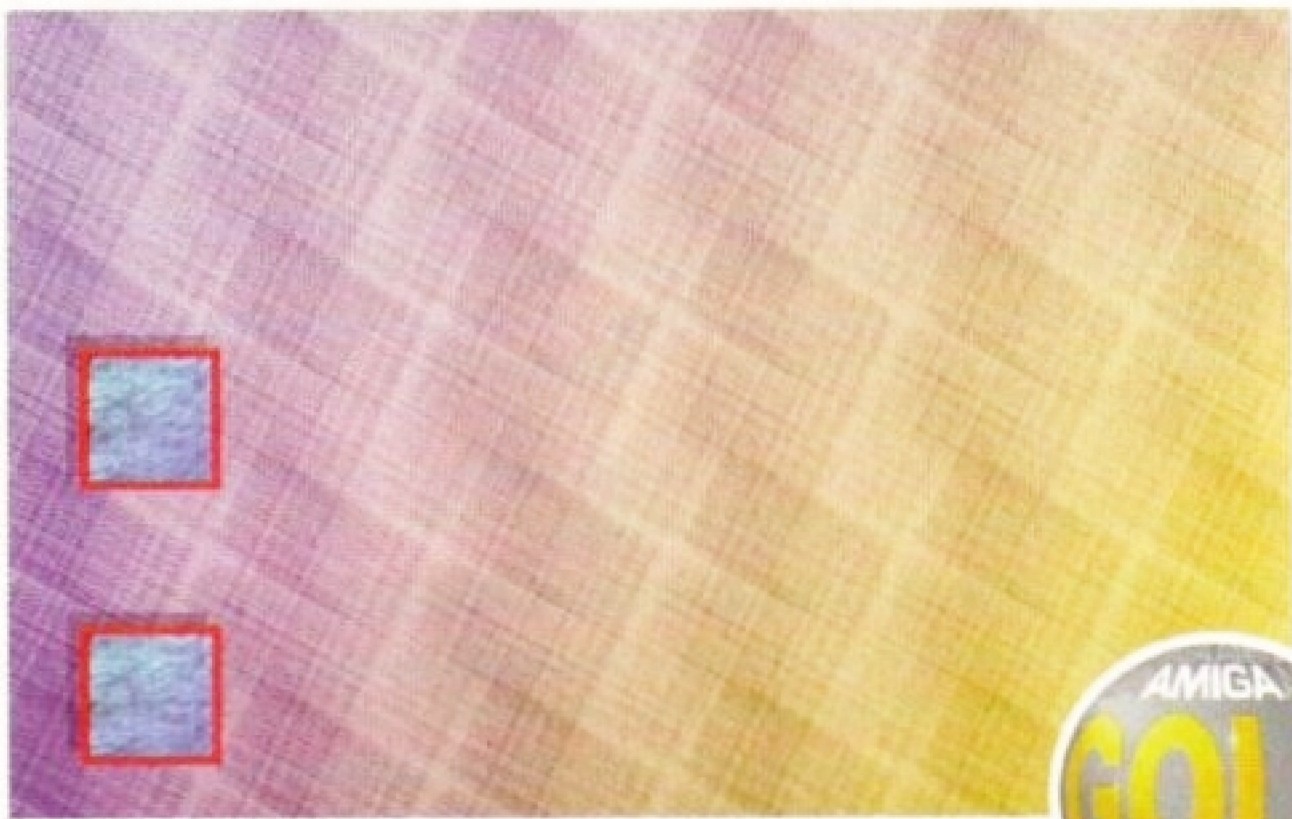
FEATURES ●●●●●
As with the *Zip* you can write-protect and password-protect your cartridges.

VALUE ●●●●
For under £400 you could buy a 2Gb hard disk but adding another 1Gb of storage afterwards is going to cost more than £100.

"The Jaz is certainly an engineering marvel, but it may be more than most people need – at least for the moment"

93%

CD-ROM Round-up





As well as the quality of the contents, the CD has a great deal of diversity.

PHASE 4 DESKTOP VIDEO DREAMS

■ E.M.COMPUTERGRAPHIC ■ 01255 431389 ■ £39.99

One of the most exciting areas of computer use is desktop video, also known as DTV. Due to its graphical nature this is something that the Amiga is very good at and as a result this is one of the more popular uses the machine is put to.

E.M.C. are better known for their exploits in the realm of DTP, but there are quite a few similarities between these two fields and there is good reason to expect *Phase 4* to be of a similar quality as its predecessors. They both involve pictures and images, only the ones in DTV are moving. The disc contains oodles of high-quality fonts in bitmap, Type 1 and Intellifont formats.

There is also a large collection of backgrounds in a variety of formats including JPEG and IFF. They are also in PAL and NTSC resolutions and are divided in to three directories; Scenic, Custom and textures. There's a selection of sound samples ranging from useful to just amusing and directories devoted to useful files and utilities that are actually relevant to the rest of the disc's contents. They include such things as PD titling programs, animations, button images and several DataTypes.

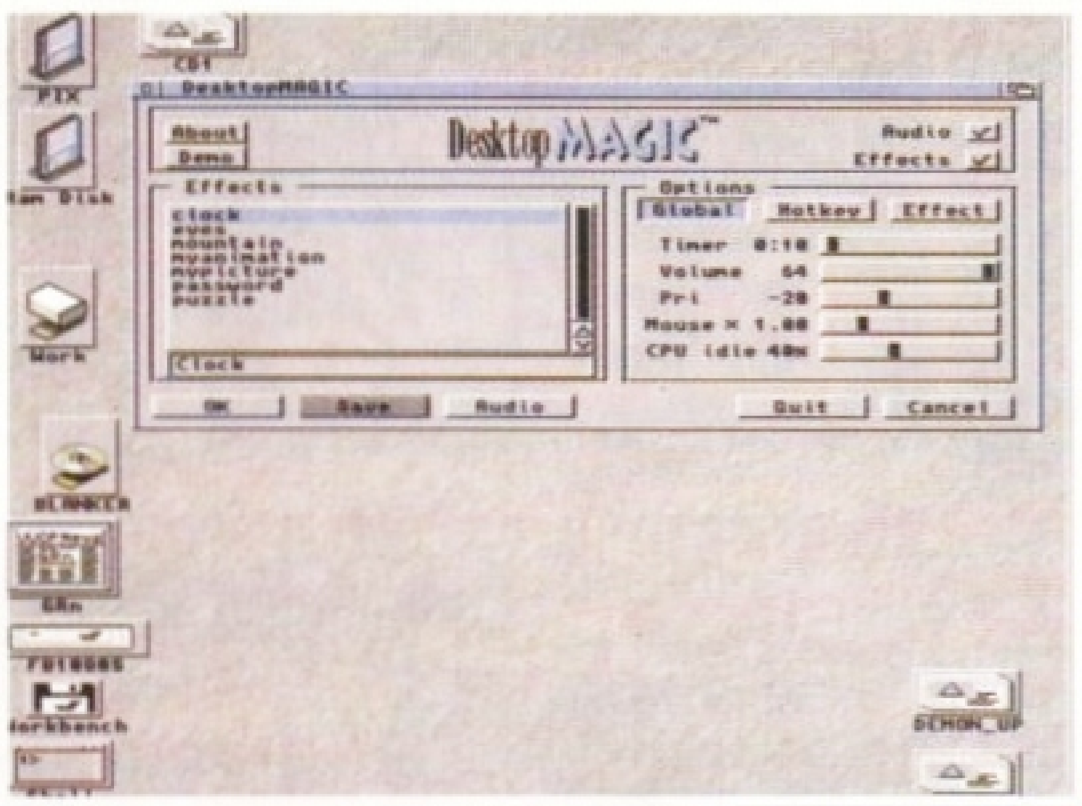
This really is a fine collection of excellent material that has been well organised and professionally presented. As an added bonus there are also demo versions of *ImageVision*, *DPaint V* and *MMExperience*.

"If you are remotely interested in DTV then you must buy this – immediately!"

96%

TOOLS UNLIMITED VOL 1: THE BLANKER COLLECTION

■ PD SOFT ■ 01702 466933 ■ £14.99



It's hard to believe, but this really is supposed to be a CD full of screen-blanker related things. Of course blankers are useful things to have around as they can save your monitors from phosphor-burn damage, but a CD full of them?

Well that is not a strictly accurate description of the disc's contents, it's really more of a theme.

In fact the directory containing the blankers is only the fourth largest on the disc after the fonts directory. The other directories contain animation files, music modules, sound samples and excellent *Newicons System version 2*.

As you might expect the collection contains just about every screen-blanker you've ever heard of and a lot you haven't. Although it might be argued that this is poor subject matter for a CD, this is a good collection as far as collections of screen-blankers go.

"A slice of screen-blanker heaven"

81%



If you are looking for a particular blanker, or anything remotely to do with them, you'll find it in this collection.

Continued overleaf ➡

← AMINET 11

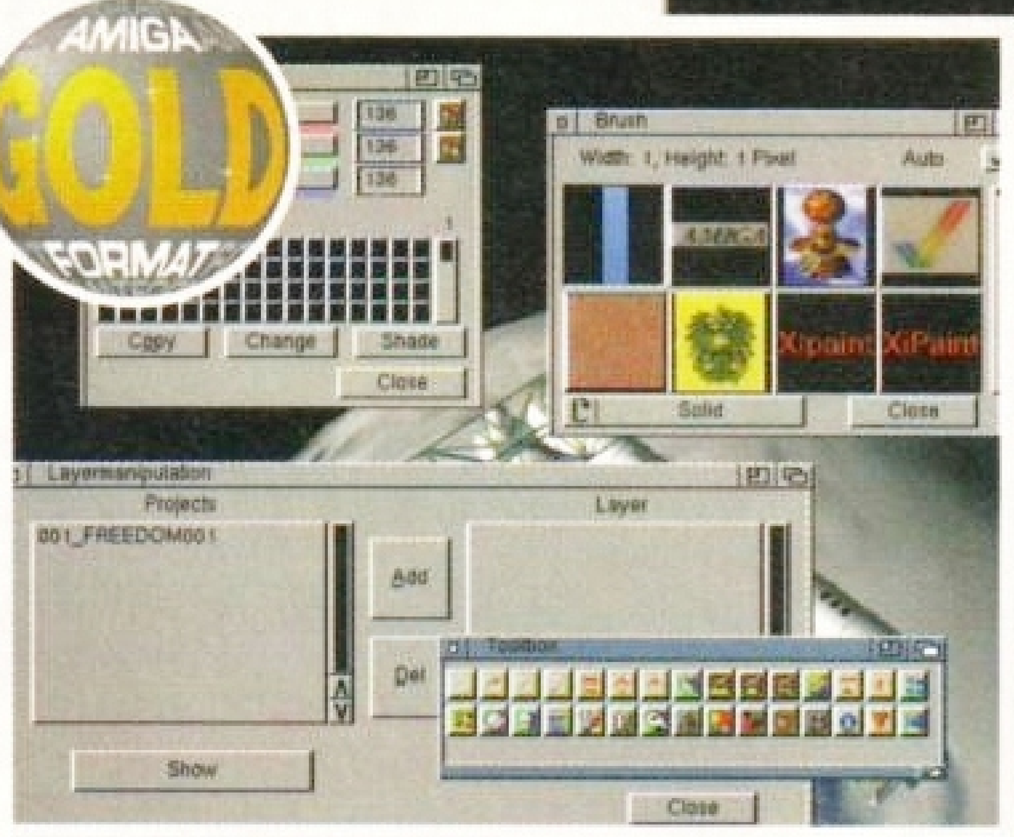
■ GTI ■ 0049 6171 85937 ■ £14.99

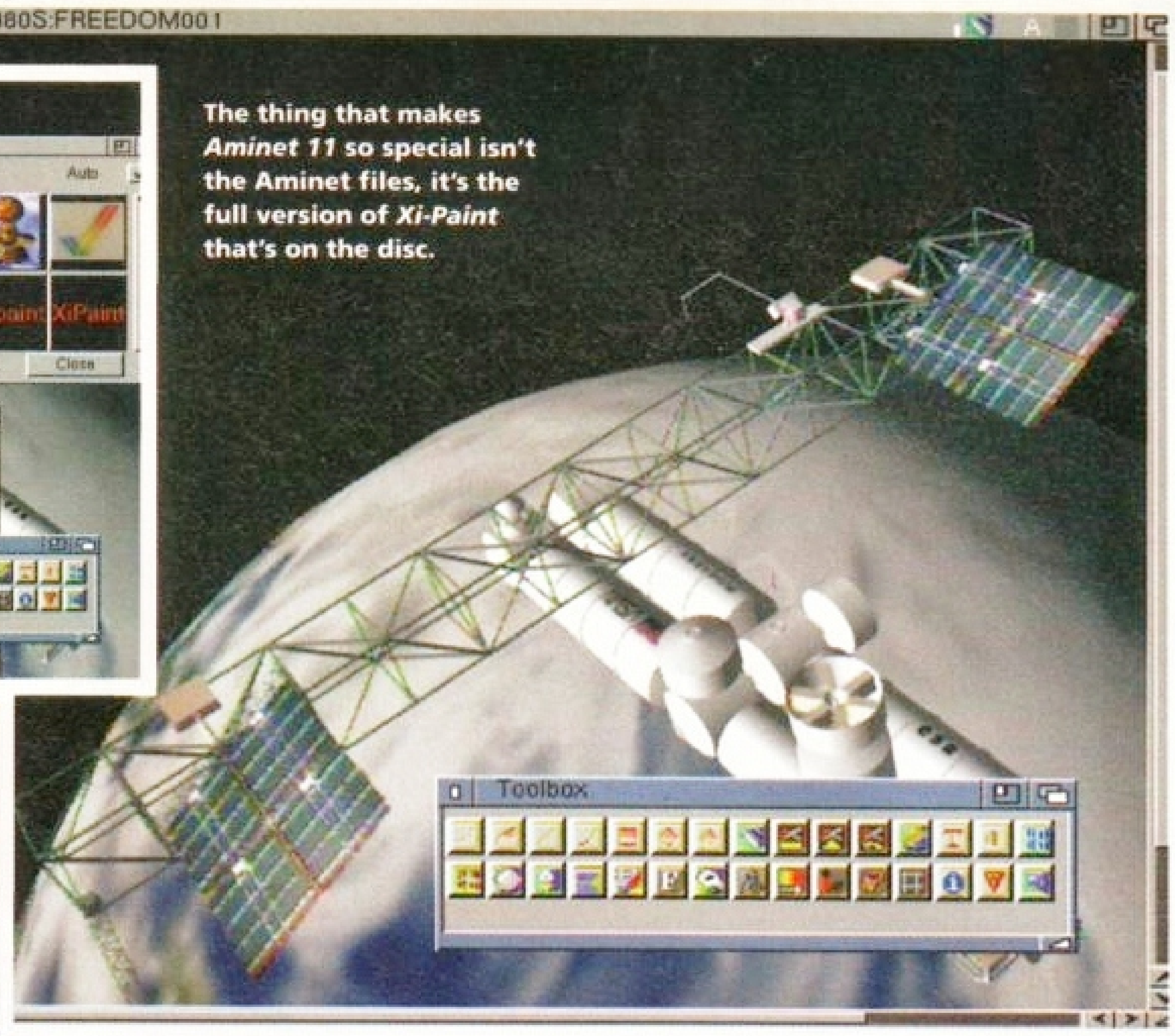
As usual the *AmiNet* collection is crammed with loads of files and programs, except this disk offers far more than most in the series for one simple reason – the inclusion of *Xi-paint 3.2*.

This one program is enough to elevate this CD from a mediocre collection of PD and Shareware software to an incredibly good bargain.

Although some people prefer *Photogenics* over this commercial 24-bit painting program, it still has loads of powerful features and is most definitely worth £15.

AMIGA GOLD FORMAT





The thing that makes *Aminet 11* so special isn't the Aminet files, it's the full version of *Xi-Paint* that's on the disc.

"£15 for Xi-Paint sounds like a bargain to me"

96%

ENCOUNTERS

■ 17 BIT SOFTWARE ■ 01924 366982 ■ £14.99

I'll come clean at the outset – I'm a small-minded, stuck-in-my-ways simpleton who lacks the intellectual capacity to objectively consider the possibility of visitors from other worlds. There, that should save a few people from UFO fan clubs the trouble of writing in and telling me so after the review of this CD is published.

As you have probably guessed this CD is full of things to do with UFOs and aliens. There's a very earnest warning on the back of the case that made me pause before opening it: "Sceptics beware, what you are about read may radically change your views". But, as I'm willing to risk all in the pursuit of truth, I opened it up and delved into some of the text files.

The files include documents that the FBI and CIA have apparently let slip as well as several Internet newsgroup discussions and details of government conspiracies and cover-ups. There are also some highly convincing photographs that prove beyond a doubt that there are strange out of focus objects flying around the sky. Despite the overwhelming evidence on this CD I'm still not convinced – guess I'm just not smart enough.





There you have it, proof positive that there are blurry out-of-focus objects in the sky and aliens do visit Earth – they even own pubs.

"Somebody hold m' hand, I'm scared"

83%

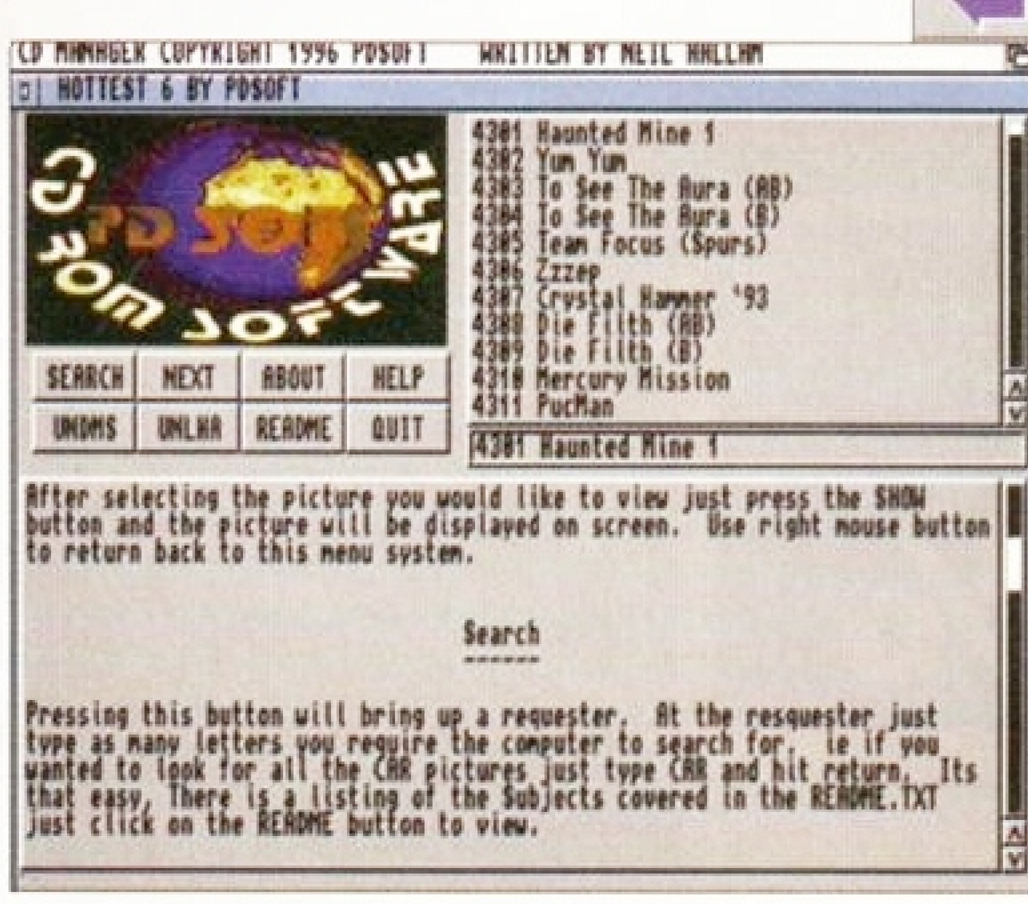
HOTTEST 6

■ PD SOFT ■ 01702 466933 ■ £14.99

This is the sixth disc in this popular collection from PD Soft. It's something of a good old fashioned-style PD collection. It is essentially an update of PD Soft's *Public Domain Library* and as such contains a wide variety of different files and programs.

As with volume 5 of this collection, the disc has its own GUI, however the search engine has been improved. This is a convenient method of locating the files you're interested in and extracting them from their archives.

The software on the disc is not quite up to the standard of previous collections, but should keep most people busy for a while.

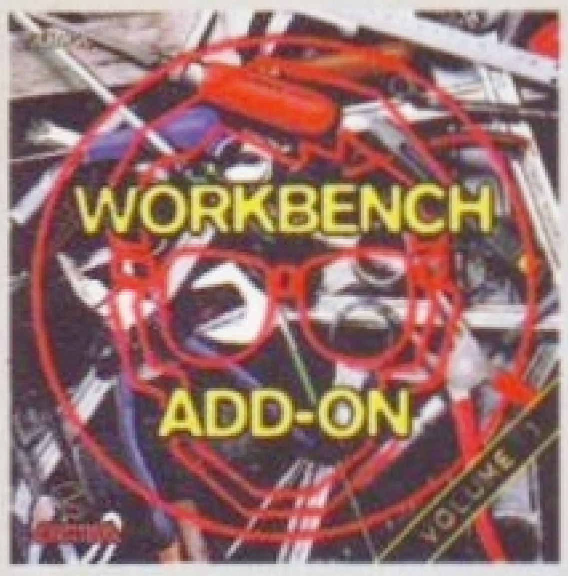




Hottest 6 may not be quite as hot as its predecessors, but it still has many good features such as a nice GUI and a search engine for finding exactly what you are looking for.

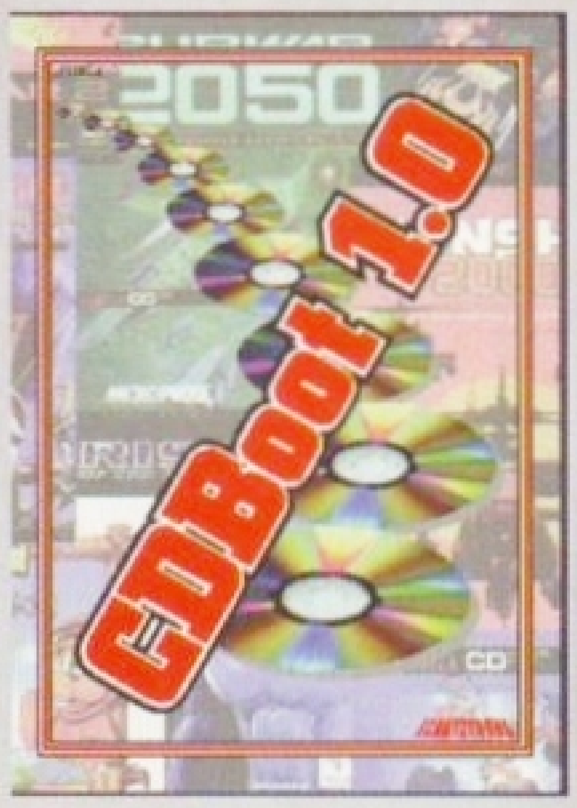
"Plenty of PD in an accessible format"

82%



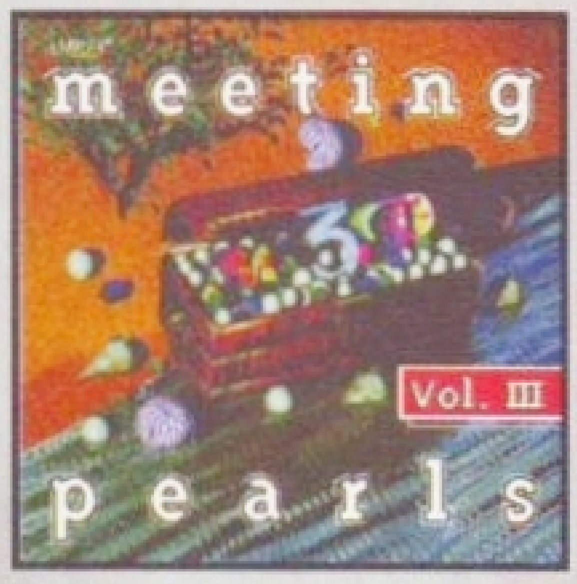
Workbench Add-On Volume 1

The Workbench Add-On CD-ROM is the ideal companion to your workbench. On this CD you will not only find the best programs, that are available for the Amiga, but you will also get them ready-to-run from the CD. In addition to this there is an installer script that installs the desired programs to your harddisk.
The CD covers all areas of interest, all, the programmer, the user, the creative and the gamer will find what they are looking for. On this CD-ROM there are many shareware programs, some of them at a special price, if you get registered. There is e.g. Shapeshifter for 40.- DM (instead of 50.- DM), in addition to this there is a 50 MB Mac partition, so that you can start playing around with Mac applications right away. Then there is PowerPlayer for 20.- DM (instead of 30.- DM), there are, of course, loads of modules with it, so that you can try it right away. AmiWin, the new X11-server for the Amiga is available for $40, instead of $50. You can sa ve more than 100.- DM with this CD. Therefore you only have to send in the appropriate page in the booklet to the author of the program. £24.95



CDBoot 1.0

CDBoot is a fantastic new product that enables you to use almost any CD32 games on an A1200 or A4000 (with AT- or SCSI-CD-ROM drive and any filesystem). You can create a configuration file for each CD, containing information on the Joypad emulation. You can also save the highscore of each CD32 game. The usage and installation of CDBoot is very easy, also for beginners, due to the excellent English manual. Since the compatibility is very high, you can use 98% of CD32 games currently available. CDBoot is an excellent software solution for all Amiga-Freaks, who would like to enter the world of CD32 games! £34.95



Meeting Pearls Vol. III

The Meeting Pearls Volume III contains 650 MB of the finest FD software via a special user interface, which has been created to allow you to find the program of your choice with ease. The contents: 10 MB Packer, Cruncher, Archive Programs - 3 MB CD-ROM Utilities - 21 MB Communication and Network Programs - 5 MB Debugging Tools - 29 MB Development Tools - 13 MB Floppy, Hard Disk ans SCSI Programs - 8 MB Educational Programs - 9 MB Games - 35 MB Graphics Programs - 39 MB Internet Movie Database, Updated Version - 7 MB Midi Tools and Programs - 27 MB Mods - 12 MB Music Programs - 21 MB Pictures - 13 MB AmiTCP and more for Networking - 60 MB Documentation, CD-ROM Databases, etc. - 96 MB PasTeX 1.4 - not previous available on any CD-ROM - 15 MB Utilities - 30 MB HTML-Pages - Collections of datatypes, benchmark programs, icons, programs for amateur radio and electrical/electronic engineering are also included. £9.95



XiPaint V4

XiPaint 4 is the new version of the leading edge, 24-bit paint program. It's suited to the demands of novice and expert alike, and within a short time, you too will be able to produce colourful and creative art in 16.8 million colours. This version of XiPaint features animations as well as easy-to-use raytracing-capabilities.
Overview of Features: - Diverse paint functions including colour, contrast and saturation adjustment - Mask, outline, recolour and fill functions - Airbrush with adjustable spray functions - Light-table function for manipulating montages and animations - Text functions with anti-aliasing using Compugraphic fonts - Support for a variety of graphic formats - Unlimited Undo - Diverse manipulation of alpha channel - Supports many graphic cards - Layers to combine different projects - ARexx port - Drag & Drop colours - External filter module - Extensive documentation - 60 textures, 50 landscapes, 30 other pictures and many fonts included. £49.95



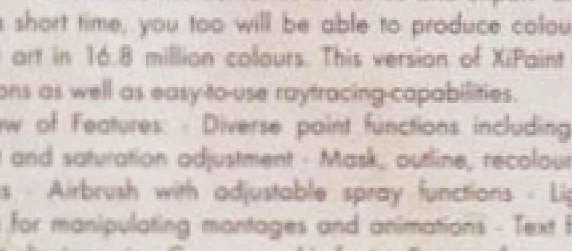
Aminet Set 1

Aminet is the world´s largest collection of freely distributable Amiga software. Up to 10.000 users access the vast archives ervery day and countless programmers publish directly via Aminet. Until recently access to Aminet was restricted to international network users. With Aminet Set 1, consisting of 4 CDs, the complete archive is published the first time. This CD-ROM-collection, which is dated January 1995, offers an almost inexhaustible reservoir of top-value Shareware. A wide variety of programs is included: Applications, Games, Demos, Pictures, Mods, Animations, Developer-Material, ... It contains approximately 4 gigabytes of software in 12.500 archives and you will enjoy the comfortable user-interface. £29.95



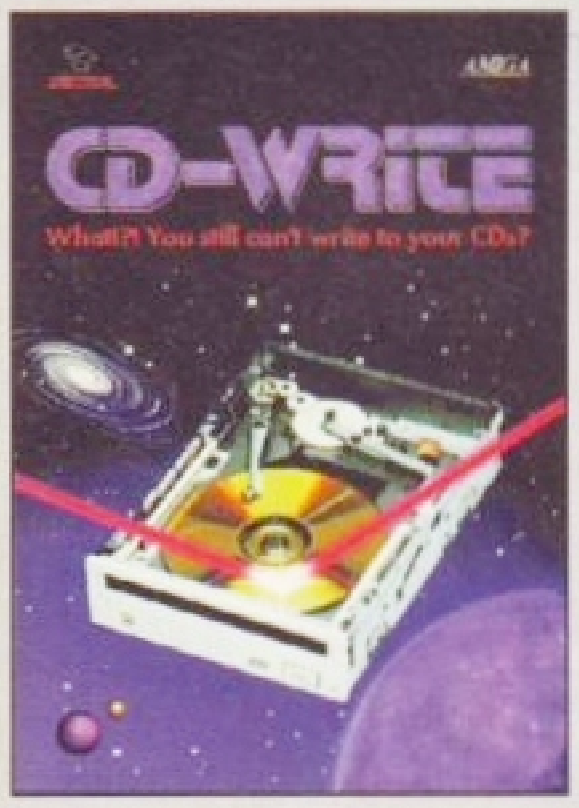
Aminet 10

Still available! £14.95



The Light Works

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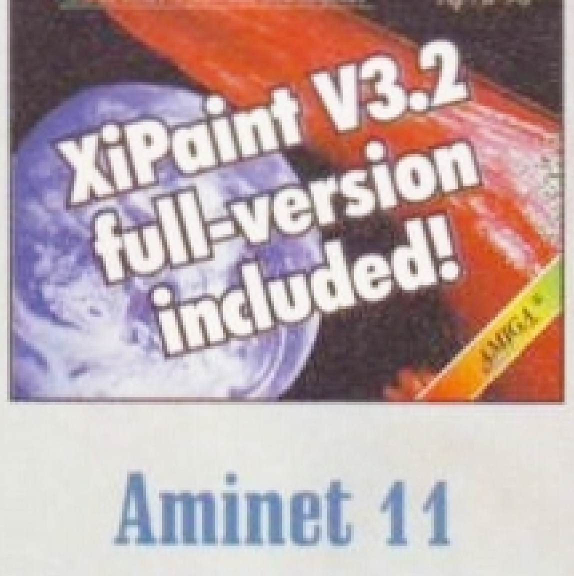
CD-Write

What!?! You still can't write to your CDs? CD-ROMs have long been an essential part of Amiga computing. Many users already own a CD-ROM drive, and the number of software packages available on CD is increasing steadily. Until now, though, it was not possible to write to CDs. We have solved this problem with our new revolutionary product: Ralph Babel and Stefan Ossowski's Schatztruhe are proud to present what can be considered a marvel of technology: CD-Write enables you to virtually write to CDs with an ordinary CD-ROM drive. From now on, you will be able to write, delete, and modify data on your CDs. This product will take you into a new era, and you will be able to utilize CD-ROM technology to its fullest. £44.95



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Aminet CD 11, dated April 1996, consists of approximately 1,1 gigabytes of software in 3700 archives. Since the release of Aminet CD 10 more than 700 MB new software has appeared. The current edition has a special focus on pictures, more than 1000 pictures from the internet were included. User friendly access software makes the Aminet CD 11 a pleasure to use. £14.95



NetNews Offline Vol. 1

NetNews Offline Vol. 1 is the first disk of a new bimonthly published series of Amiga CD-ROMs which contains all Amiga-related newsgroups from the internet. Every volume features about 50.000 articles which contain hot rumours, important information about all aspects of the Amiga, press-releases, discussions and flame wars, ... A newsreader is included. NetNews Offline is the cheap alternative of getting in touch with Usenet. £14.95



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The FreshFish CD-ROM-series, produced directly by Fred Fish, provides Amiga users with hundreds of megabytes of the latest freely redistributable software. Published approximately every two months, each volume is a two CD set containing new submissions since the latest volume, as well as an ever growing selection of tools, libraries, documentation and other useful material that is updated with every release. £17.95



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This CD contains 1070 games for the Commodore Amiga from differing categories. Action, Jump & Run, Card Games, Puzzles, Strategy Games - a whole range of computer entertainment awaits! Gamers' Delight will hold you captivated for hours and guarantees long-lasting pleasure. 70 games are commercial versions - no public domain & no demos! This CD can be run on any Amiga with CD-ROM drive, 1 MB free memory and Joystick/Joypad. £26.95

All products are available in your local Amiga-shop or through national mail-order-companies

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Workbench

Life is full of mysteries and the Amiga is certainly no exception. Graeme Sandiford knows all about the quiet strength and willfulness of his favourite machine. So, send your queries to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.



To really appreciate the splendour of *Alien Breed 3D* you desperately need a souped up Amiga.

ENOUGH GRUNT?

I am soon selling off my A500+ HD and buying a second-hand A1200 with 65Mb HD. Seeing as it comes with *Alien Breed 3D* do you think that the A1200 will give it enough grunt for it to run semi-jerk free? I will be buying a Magnum '030/40MHz card soon, with 4Mb RAM, but will the A1200 be able to play the game satisfactorily in the mean time?

Lastly do you know where I can get some instructions for fitting a 3.5" 420Mb Seagate HD into an A1200? I don't think it will fit without cutting the shield but fixing it down is going to be a job and a half!

Philip Goddard
East Sussex

Without any extra memory, the A1200 will have a struggle on it's hands. Even with extra RAM, you'll have to use all the speed-up options going (low detail, small screen size) to get anything approaching a good frame rate. The Magnum card will make a big difference and you'll be smiling from ear-to-ear when you first use it!

Fitting a 3.5" drive isn't that difficult – I fitted one for a friend a few days ago. Sourcing the cables is the hardest bit, but give Eyetech a call and they'll supply the necessary leads and a fully illustrated instruction book. Eyetech mount the drives by drilling two small holes at the back of the case: I find that often the pressure of the keyboard pushing down holds the drive in place with no extra screws required. Eyetech 01642 713185

APPLE DISPLAY

I have recently bought a monitor and wondered if you could tell me if it is possible and advantageous to connect it to an A1200. The monitor I am using at the moment is a Philips CM 8833 Mark III. If the monitor is compatible could you please tell me what cables and driver I would require. The monitor's specs are: Apple Performa Plus Display M9102Z/D (Model Number).
Original video cable is terminated with a 15 pin connector and the other end seems to be fixed into the back.

John Sherlock
Stoke on Trent

I have the same monitor here, although it is connected to a Mac. I would have tried it with my Amiga but for the fact that getting the relevant adaptor is not easy.



The Apple monitor doesn't terminate in the usual S/VGA standard of plug, although Apple video modes are similar to S/VGA because you can use S/VGA monitors with them.

This means they work at 31.1kHz, and as a result there is a definite 'maybe' as to whether the monitor will work. Some do, some don't. You can really only tell by trying them. You would need to use dblPAL, Multiscan Productivity or Super72 modes – all are provided on your Workbench disks. You may also need to use the VGAOnly driver too. Sadly that's all I can tell you. Many monitors are very picky, and won't sync down to the slightly lower frequencies put out by the Amiga operating in these modes.

However, you have little to lose by trying it. You will either need to build your own lead or contact an Apple dealer who may be able to help you. Good luck, and sorry we can't be of more help. Perhaps an AF reader has already attempted this trick and will write in and let us know!

060 OR OH DEAR?

I've had my A1200 since Christmas '93 and I've never until now, seen the need to expand it, but having played your *Gloom Deluxe* and *Breathless* demos, I realised just how slow my A1200 really was.

I'll be getting a job this summer and intend to save up enough money to buy the new *Blizzard 1260* accelerator. Because this piece of hardware will (if I get it) set me back a hefty £600, I thought I'd write in for some advice.

Firstly, will it speed up games (such as *Breathless* and *FIGP*) to a speed that equals say a 486PC? Or does it just speed up productivity software such as *Lightwave* and *Image FX*? Secondly, will it be able to run off my current (standard) PSU, or will I have to purchase a more powerful one costing me more money? I've heard the '060 not only uses up a lot of power, but can also reach very high temperatures when in constant use. Is this true and will it pose a threat to my system?

Lastly, will there be any other cheaper A1200 '060 accelerators released in the near future and if so will they be able to better the speed and price of the Blizzard?

Noel O' Donnell
Dublin

An accelerator card with a 68060 chip will run very fast compared to a stock A1200 – as long as there is suitable extra memory provided. It will certainly speed up applications and any games which require a lot of processing: you list some good examples.

Comparing the speed to a PC is very difficult indeed, because what can you compare it with? Windows? Your Amiga will run faster than many Windows operations because it is a more efficient system. Doom games? Well, maybe not: for the simple reason that the PC's graphics hardware is very good at displaying textures whilst the Amiga is good at scrolling and split-screen effects.

However, several programs are available for both platforms, and results would seem to indicate that the 68060 returns 486/Pentium levels of performance. Sorry to be so vague, but it's a hard question to answer as both processors are very different internally.

Your standard power supply should be OK, as 68060 chips are actually quite efficient at handling power. The main reason is that they run at 3.3 volts instead of 5 volts and this alone is enough to keep heat dissipation down to respectable levels.



Your Amiga will run faster than many Windows operations because it is a more efficient system.

Continued overleaf ➡

FLOPPY PROBLEMS



I am quietly going crazy. I am writing a book and need to copy my work to floppy disk and hard disk so that I can edit it. I have had my new A1200/HD for three weeks and spent a lot of time trying to get it to do the above. I have read the sections in books and contacted the helpline and the dealer.

I have typed in what I was told and nothing happens. Usually it says "Error can't save file". The dealer suggests that I change the machine and we both try it at the shop. He has the same machine as me and has copied to floppy disk no probs. I am not computer literate and find many of the terms confusing but believe me I have tried.

The machine came with Workbench 3.1 and Workbench installed. I have since installed *Wordworth* onto the hard disk which gives me quicker access. I am using the machine with no add-ons, there is just the monitor, power pack and mouse. I only connect the printer when I am writing a fresh piece or letter. Can you please tell me what I am doing wrong as everyone tells me it is so easy.

Mrs L Blackburn
Coleshill

You can keep the printer connected all the time if you wish, there is nothing to be gained by constantly connecting and disconnecting. When people say using computers is easy, they normally mean they are easier to use than they were ten years ago. Or easy compared to programming the video recorder, so don't get depressed.

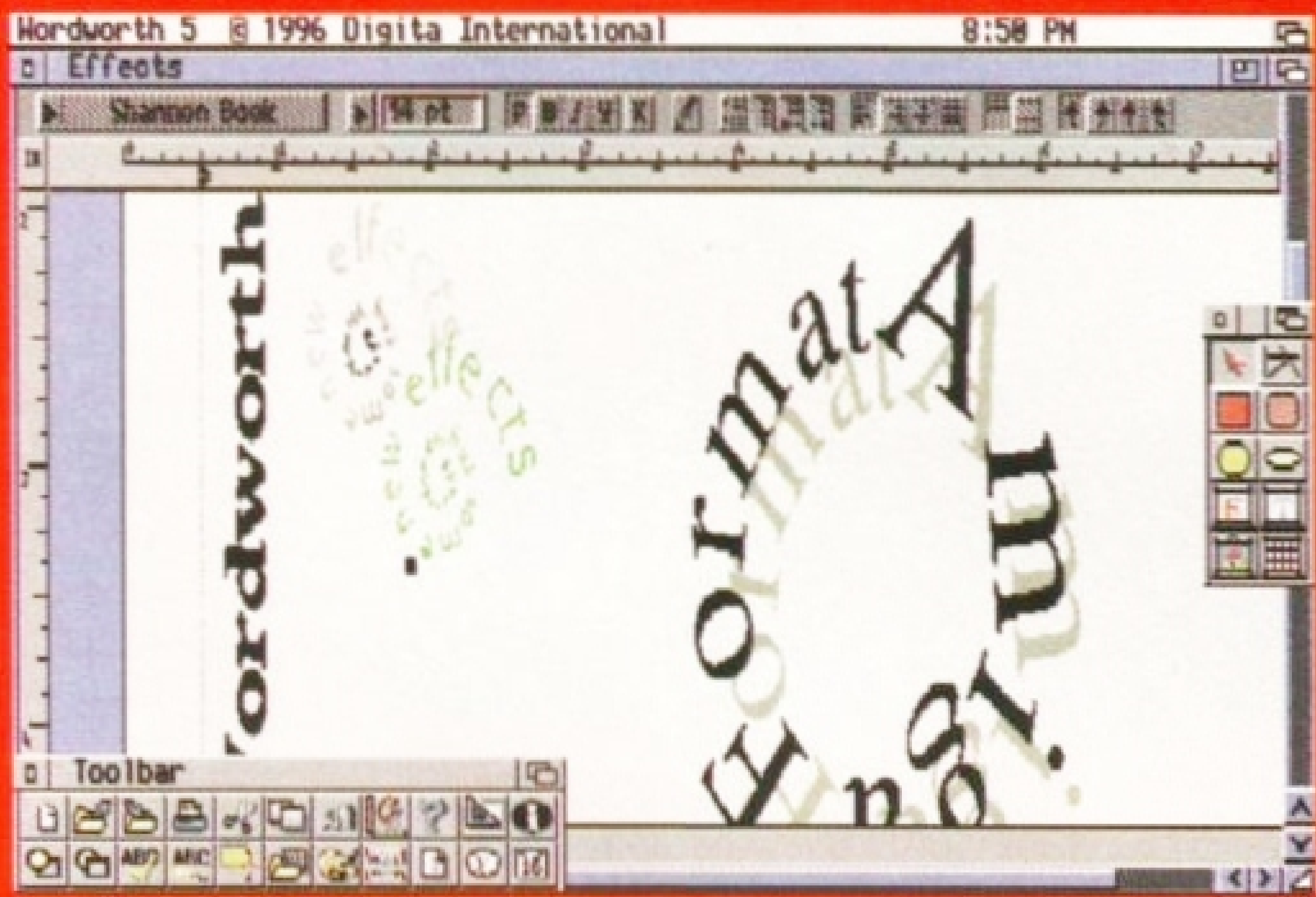
When you see the error message 'Can't save file' it means just that – the software is unable to store the file to the disk. Here are some things to check:

1. Are you using the right sort of floppy disk? Make sure you are using disks marked 'Double Density' or 'DD' and not 'High Density' or 'HD'. The HD disks have an extra hole.

2. Are the disks formatted? Before you can read or write to a blank floppy, you need to format it. To do this, make sure you are using the Workbench. Now pop in the disk. An icon will appear. Click once on the disk icon to select it, and then use the pull-down menu called 'Icon' and select the option marked 'Format'. A window will pop up where you can enter a new name for the floppy disk. You can also decide to have a Trashcan (not worth the bother) but also click on 'Fast File System' for good measure. When you click on the 'Format' button the disk will be formatted, and ready for use.

3. Is the Write Protect tab on the floppy disk clicked shut? If it is, the computer won't be able to write to it or format to it.

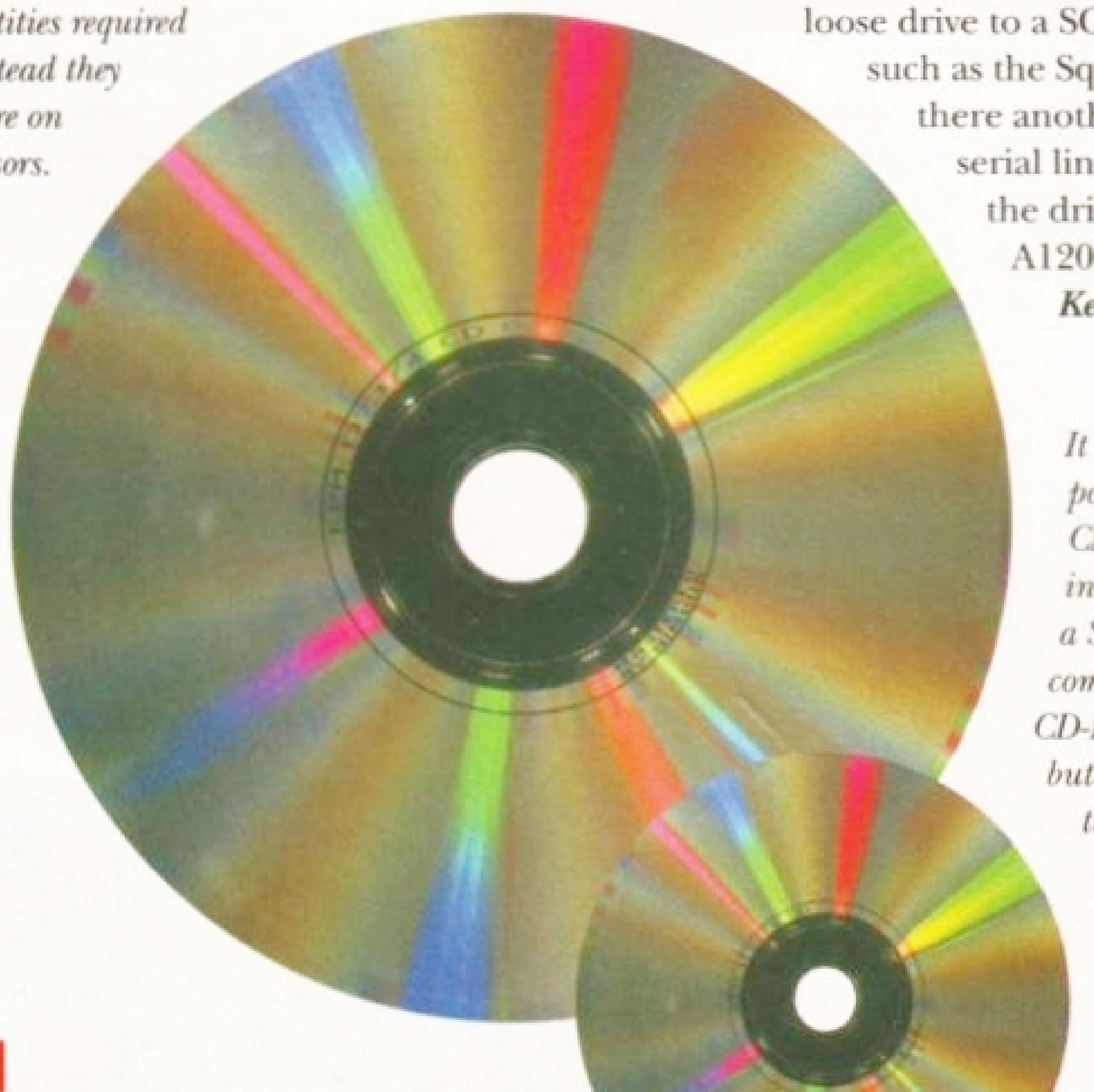
4. Is the disk full? Some users are content to save their work onto the disks which their Word Processor was supplied on. Don't ever do this! Instead, use a new blank floppy which you have bought especially. Also, make a backup copy of the Word Processor disks in case you ever need them. Good luck!



You spin me right round... no, but really, you shouldn't have any problems saving *Wordworth* files to disk, even if they are as silly as this one.

Cheaper 060 systems? I would guess probably not, as Motorola don't seem keen on churning them out in the quantities required to lower the price. Instead they are concentrating more on their PowerPC processors.

I'm sure I'm not alone in looking forward to the first PowerPC accelerators, although your guess would be as good as mine as to how long we'll have to wait for those to appear. It certainly won't be next month!



RETURN OF THE CD-ROM

I have an A570 CD-ROM drive left over from when I upgraded from an A500 to an A1200. I can't link the A570 to the A1200 because a connection to an A500 is needed at the side of the drive, but I have opened up the A570 and noticed that it is possible to detach the drive from the circuit board beneath. This would mean that the drive could operate without the need for an A500.

Would it be possible to attach the loose drive to a SCSI interface such as the Squirrel, or is there another way (not serial linking) to use the drive with the A1200?

Kevin Hammond
Littlehampton

It would be possible if the CD-ROM drive in the A570 was a SCSI compatible CD-ROM drive, but I don't think that it would be worthwhile. You would have to buy an external SCSI housing which could cost up to £90, and then you'd only have a single-speed drive. The question boils down to whether you want to buy a twin-speed drive for around £180 (including Squirrel) or spend around £150 to create your own single-speed drive?

No, it doesn't make that much sense does it? Try contacting Power Computing or HiSoft for details on their current prices – they advertise in the mag.

CRASH BANG WALLOP

This morning I turned on my Amiga and it booted up as normal with Workbench but when I loaded up *DiskSalv 2* to see what files were on a blank disk via unformat, the screen turned into a StereoGram. Very messy and dotty. I switched it off for half an hour but there were still a few distorted lines on the screen. When it crashed I couldn't make out what the error was because the screen was just red lines. I suspect that it is the Graphics Chip or something. Could you please suggest something as I can't afford to get it repaired professionally as I don't get pocket money anymore. If you could tell me what the problem is I could probably get another chip and re-surface mount it.

Peter Lewis
Stafford

It does sound as though it is the custom chip responsible for the graphics, or the on-board Chip memory, which is at fault. Unfortunately it will need to be professionally repaired. First of all, you will need to test which parts of the hardware are actually at fault and secondly – and no disrespect is intended here – you may find re-soldering a surface mount chip beyond your capability.

GREEN COMPUTING

I have an A1200 with Kickstart version 3.0, 2Mb chip RAM and 120Mb hard disk powered by a Datel Goliath power supply.
1) I have been trying to create my own vehicles for use in Acid's excellent *Super Skidmarks*. Having decompressed the *Imagine* project files supplied with *Skidmarks*, I proceeded to read the Readme file and the section in the manual covering vehicle rendering, where it states that the "bright green genlock background colour required by the converter" is supplied as part of the Imag.config file in the project file. The trouble is that the genlock background colour supplied is in fact grey, not bright green.
2) I am going to purchase an accelerator and 8Mb of fast RAM. I am considering the *Blizzard 1230-IV* as this appears to be the fastest '030 based accelerator available. However, I am not sure whether with 8Mb fitted to this board I will still be able to use the PCMCIA slot and if so which '030 boards are PCMCIA friendly at 8Mb and above.
3) Storage space is getting rather limited so I am considering some form of mass storage device (hence the need to remain PCMCIA friendly). I cannot decide whether to go for a very large hard drive (1Gb) or a removeable media drive. The removeable media drives would appear to have the advantage that if one disk becomes corrupt I would only risk losing 100Mb or so of data (frustrating but not fatal), whereas with the hard drive I could stand to lose ten times as much. Also, as data seems to expand to fill the available storage space rather more quickly than one might expect, the growth potential of a removeable media drive is tempting. What is your opinion? Would you recommend the Zip drive or the EZ135.

Oliver Masters
West Midlands





SUPER SKIDMARKS
Above: Oh dear, the little man with the camera is about to discover some serious zooming potential. Right: We wouldn't go so far as to say it's easy, but you can create your own vehicles.

1. You can adjust the Genlock colour to whatever you need from the Preferences editor. Find the setting called 'GENC' and you'll see the default setting is '010101' which is a very dark grey. If you change the numbers to '00ff00' it will become bright green.
2. The sneaky answer is to wait until the July issue of Amiga Shopper. They're doing a round-up of as many A1200 cards as they can get their hands on. In the meantime, yes, the Blizzard is PCMCIA friendly. The only problem is with the Blizzard 1260 which doesn't work with the standard Squirrel SCSI interface. However, incompatabilities can always arise – check with suppliers that any peripherals will work with the board you choose.
3. The corruption of data is not a real reason for choosing a media format, as hard drives are now very reliable and you should always perform backups anyway. The current price of 1Gb drives is very low, and I recommend you get one of these first and then worry about removable media. The Zip seems to be prettier and slightly cheaper but the EZ135 has better specifications: it's both faster and each disk holds more.

TAB NOT GOOD ENOUGH

Having recently acquired the A1200 Magic pack with HD, I am a little disappointed with the unfriendliness of the keyboard. The Tab key is set to move the cursor a mere two spaces. According to the manual (2-6), it "can be program-defined to move the cursor to a set position", but I can find no indication as to how this is done.

The £ sign can be produced on the monitor by 3-key combinations (Shift+3, Alt+1 and Alt+Shift+1), but I need to issue an extra printer command to get my 24-pin Epson to print it correctly. Ideally, I would expect to be able to assign my printer output codes to the Alt keys at least, otherwise they are pretty useless in practice. Presumably all this could be effected via the OS software, but I have no idea how to set about it.

A.W Hamilton
Cheltenham



The Amiga Magic Pack has had varying degrees of criticism levelled at it, but surely nobody could ever say it had an unfriendly keyboard... or could they?

The precise function of the Tab key depends on whatever program is running at the time. For example, with Cygnus Ed the Tab key advances four spaces. There is an option from within this program to define the number of spaces which are inserted when the key is pressed. Tab can also insert a 'tab character' rather than spaces. This is a separate character code, and again, how a program deals with it is entirely down to the programmer. One program may deal with the Tab as two spaces, another as six spaces.

I can only get the pound stirling sign from a shift and 3: you might get different results depending on the software package you are using and the keymap you have set up. Getting the printer to print it correctly is sometimes the fault of the printer itself, cured by setting a DIP switch or using a special control sequence. The OS will filter printer codes depending on the printer driver used: make sure you have the very best one for the job, and consider using a page publisher such as Final Writer which uses it's own method for printing. Wordworth 5 comes with drivers for practically all known printers, so consider this package as well.

Continued overleaf ➡

ALIEN FORMAT

I have access to a number of PC clipart files in JPEG, PCX and BMP formats, most of which I have been able to convert to IFF format for use in *Photon Paint*. However, I have some other WMF files and I haven't been able to find a datatype or converter program that will recognise them. Can you advise me of any datatype or converter that will handle this image format.

Robert Harvey
Essex

WMF files are 'Windows Metafile Format', a hideously complicated format for storing a combination of bitmap and vector images. This format is used by packages such as those published by Aldus. I doubt you would find an Amiga progam that could deal with them, and so I would therefore recommend that you try and find a PC owner with the right software, who will be willing to let you load the WMF files and then re-save them in a slightly more useful format.



Right: An Alien? No, it's just an alien file format, which is to say, something other than an IFF.

SOUND ADVICE

I have an A1200 with a *Blizzard A1230-IV*. I recently bought the Aura sampler and tried to record, at a reasonably high sample frequency, directly to hard disk.

The sample frequency was set to 44kHz and I made a large hard disk sample. When I tried to replay the sample it was virtually impossible to listen to because every second the record jumped as if being strobed. I lowered the sampling frequency to try and remedy matters and it seemed to work but with noticeable quantising which I can't live with.

I am running 50MHz '030 with 8Mb of fast RAM so I don't think the processor is too slow and I think I have sufficient RAM. Is my computer capable of replaying 16 bit 44kHz from hard disk? Would a SCSI hard drive make a difference?

Are there any other commercially available 16-bit+ samplers available for the Amiga which would provide better quality A-D/D-A conversions from hard drive when using higher sampling frequencies?

Is there any way I can improve hard disk sampling with my current system or do I need a new computer?

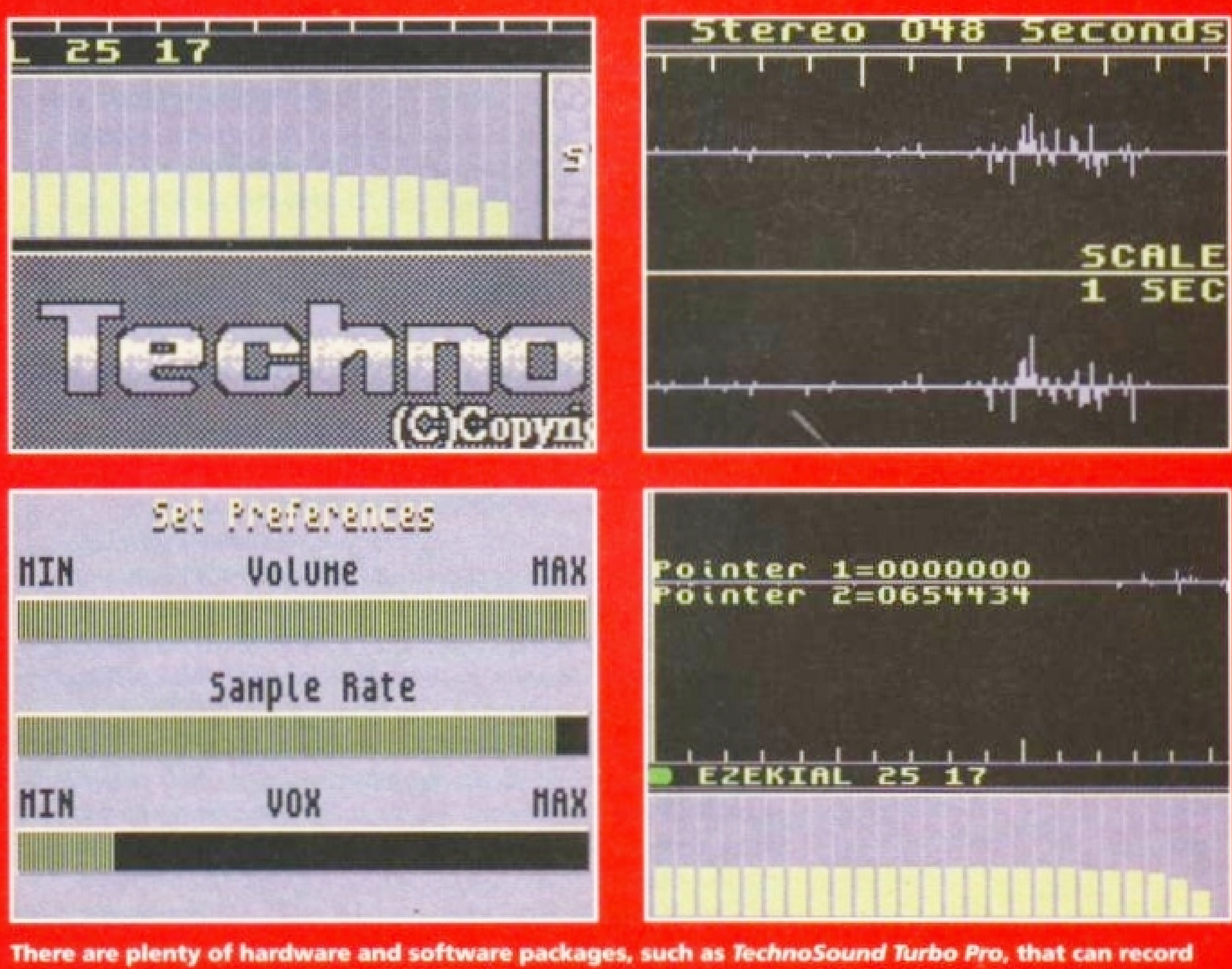
Mr J Corbett
Durham

How fast is your hard drive? I'm assuming you have an internal IDE mechanism, and this is probably where your problem lies. Some IDE drives are a lot slower than others, so use SysInfo for a (very) rough indication of how fast the drive is going. On my system the IDE drive reportedly goes at about 600,000 bytes a second and the SCSI drive at about 4,000,000 bytes a second. I know that 44kHz means 44,000 samples a second, which equates to a data rate of 88,000 bytes a second but that doesn't give a true indication of the rate required to sample audio at that rate.

If your IDE drive works at less than 1,000,000 bytes a second, I would blame that. A more modern drive (and especially a 3.5" drive) would work better, and yes a SCSI hard drive would certainly work faster too.

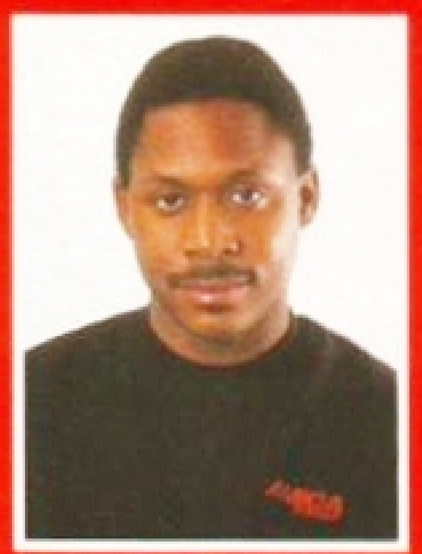
In the meantime, try checking that the hard drive is formatted using FFS and that the Max Transfer rate is set to a figure such as 0xffffff.

There are other sound cards available (notably the Tocatta) but only for Amigas with Zorro slots, and not the A1200, sorry.



There are plenty of hardware and software packages, such as *TechnoSound Turbo Pro*, that can record and playback samples from hard disk. However you'll need a fast drive to get the best playback.

IF YOU HAVE A QUERY...



Graeme Sandiford

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:

- **Be concise.**
- **Detail the actual problem as best as you can.**
- **Describe the events that caused the problem.**
- **Give full details of your equipment.**
- **Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.**

Bear these points in mind and fill in, photocopy, or copy the form below as best you can.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

Your Amiga:

○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

Kickstart version:

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Workbench revision:

○ 1.2 ○ 1.3 ○ 1.3.2
○ 2.04/2.05 ○ 2.1 ○ 3.0

Total memory fitted ______________

Chip memory available ______________

Extra drive #1 (3.5in/5.25in) as DF: manufacturer:

____

Extra drive #2 (3.5in/5.25in) as DF: manufacturer:

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Hard disk: __________Mb as DH__________

Manufacturer: ______________

Extra RAM fitted – type, size (Mb) and manufacturer:

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Details of other hardware:

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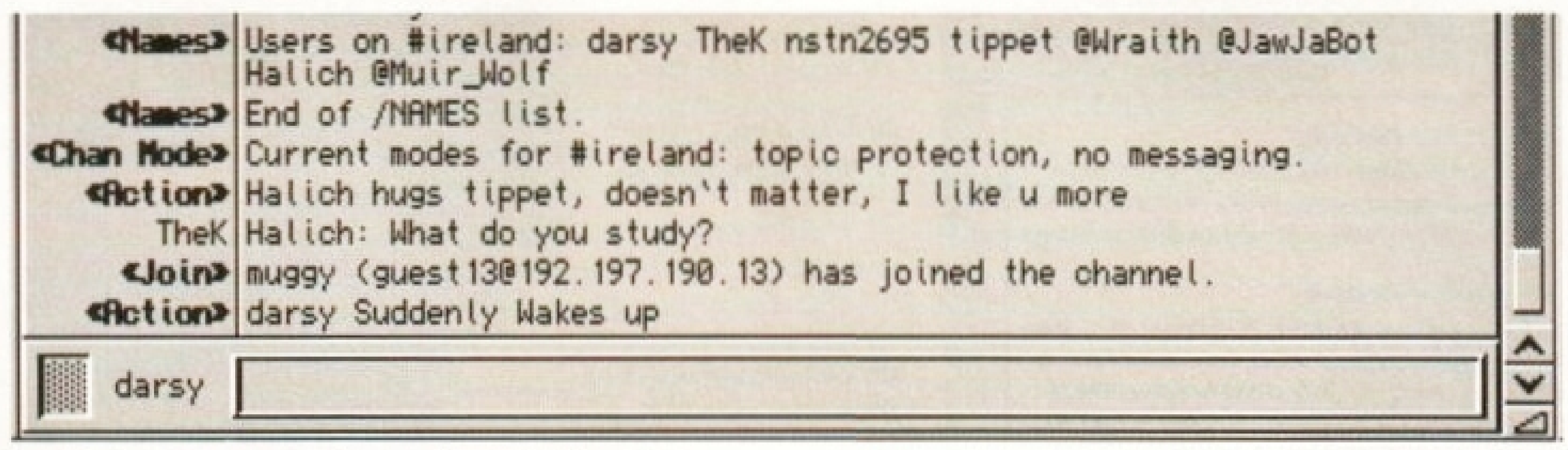


Choose Your Client

Along with the usual scurrilous net rumours, Darren Irvine takes a closer look at some of IRC's more obscure commands.

There are currently two main choices when it comes to deciding on an Amiga IRC client – the well established Grapevine, and the new upstart AMIrc. Both these are excellent programs, but AMIrc might be said to have the edge over it's rival due to the sheer number of features. That said, unlike Grapevine, AMIrc requires MUI, a fact that will be enough to put some people off. Additionally, a new release of Grapevine is expected imminently, and when it arrives, it will just be a matter of downloading both programs and seeing which you prefer.

Although both AMIrc and Grapevine have their own specialised way of performing most of the standard IRC commands, both will also let you use the old-fashioned command line instructions for controlling your IRC session, and in some ways doing so for a while can lead to a greater understanding of the way in which IRC functions.



Use of the /ME command to perform "actions".



Although Grapevine's toolbar can be used to perform many of the standard IRC tasks, it is useful to know the operation of the text-based equivalents.

ADVANCED IRC COMMANDS

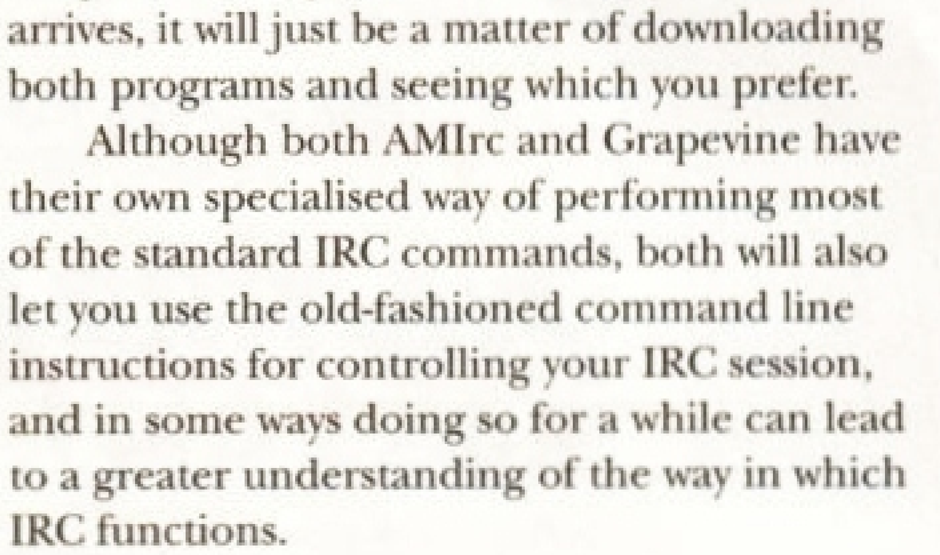
/AWAY [reason]
This command marks you as being away from your terminal, without actually ending your IRC session. You can use this command when you want to pop to the loo or go and make a cup of coffee, without actually logging off the channels you are on.

/IGNORE [nickname][user@address] [type]
Sometimes, for one reason or another, you will wish to not see messages from a particular nickname or address, and the "/IGNORE" command is the one to use. The type parameter specifies which types of IRC message to ignore – MSG, NOTICE, PUBLIC, INVITE, ALL, or NONE. If you precede one of these with a minus sign, you will stop ignoring that type of message from the specified nickname or user. Using the /IGNORE command on it's own with no parameters lists who you are currently ignoring. For example:

/IGNORE jimbob ALL
This ignores all messages from the user with the nickname "jimbob"

/IGNORE *@dumbass.oxy.edu
This will ignore any "INVITE" messages from any user using the server dumbass.oxy.edu.

/INVITE [nickname] [channel]
Sends an "INVITE" message to the specified nickname to join the specified channel. If no channel is given, the current channel is used. This command is handy if you want to speak to someone on IRC, but you don't know which channel they are on – you can simply ask them



Some of the CTCP commands available to those using the IRC client Grapevine.

WHERE TO GET IRC CLIENT SOFTWARE

Both of the main IRC systems for the Amiga have their own sites on the Web. You can get information regarding specifications and release dates, along with links to let you download the software itself. The relevant pages are:

Grapevine:
http://www.warped.com/~brian/grapevine.html

AMIrc
http://www.vapor.com/pub/support/amirc

(L)USER OF THE MONTH

Did you know you were a Satan Worshipper? A certain "Billy Bad Ass" has been making the case on comp.sys.amiga.advocacy for why all Amiga users can be described as such, with such cutting and incisive reasons such as:
we "Worship trees, and program sticks to heal themselves"
we "Speak Klingon"
and my personal favourite:
we "Live in Europe where the women don't shave but need to".
Thanks for all this Billy, you sad boy.

to join your current channel.

/KICK [channel] [nickname]
Kicks the specified nickname of the specified channel. You can use this if someone is behaving in an abusive or otherwise unacceptable manner. Note that unreasonable use of the "/KICK" command will get you a bad name on IRC, and it's probably a good idea to leave any /KICKing that has to be done to experienced IRC users – in other words let someone else do the dirty work. Plus, you will only be able to kick someone from a channel if you have chanop status.

/ME [description]
Produces a description type message on the screens of everyone on the current channel. For example, my nickname is "Darsy" and if I type the command:

/ME is violently ill

The other users will be treated to the message:

action Darsy is violently ill

/NICK [nickname]
Changes your currently used nickname to whatever you like. If you do this too often, other users will think that you have a bit of an identity problem – in general the rule is to pick a nickname and stick with it every time you use IRC. The only usual reason for a change of nickname is when two users with the same one try to use IRC at the same time – whoever is first on will be allowed to use the name.

OTHER USEFUL AMIGA WEB RESOURCES

New Web resources are appearing for the Amiga all the time, and some of the more established ones are enhancing their pages. So here's a brief look at some of what's available – from these links you'll probably be able to find a whole range of useful Amiga related material.

Amiga Resource Page
http://webcom.net:80/~amiga

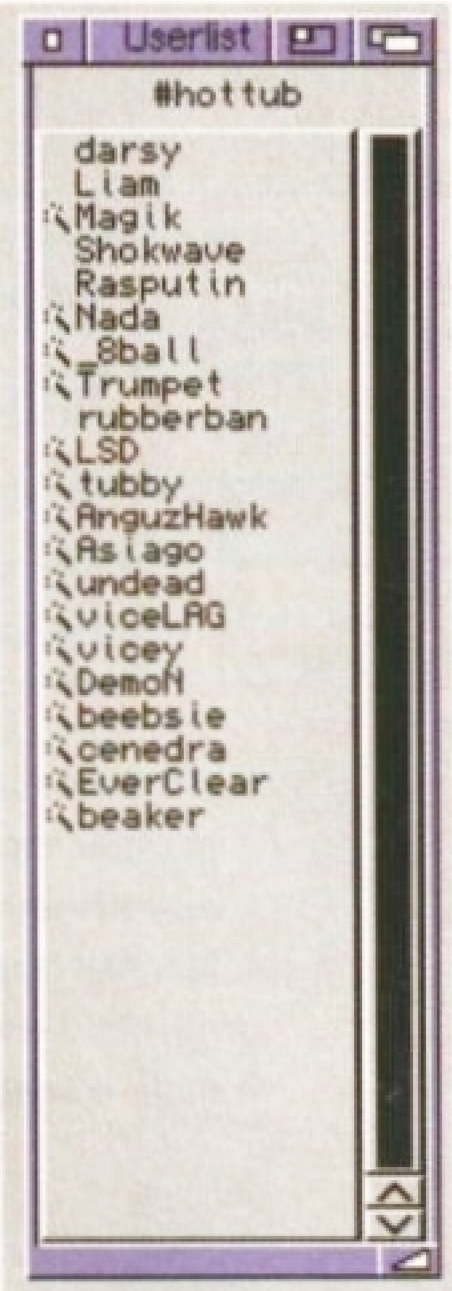
Distinctive Design
http://www.heatcomm.no/~gfxdude

Project Walker Pages
http://www.doremi.co.uk/walker
http://www.ozramp.net.au/~morden
http://www.bangor.ac.uk/~eeu013/walker.html

Amiga Idea Share Page
This is a great idea which lets Amiga users and application programmers come together to increase the likelihood of decent software being developed for the Amiga. If you come up with a good idea for a piece of software, but aren't a programmer you can post your idea here, and perhaps someone will take on the project. Similarly, programmers can appeal for help and ideas concerning particular projects that they are working on. The URL is: http://members.aol.com/ennals/ideas.html

AmiCrawler
You are almost certainly familiar with Web search engines such as Yahoo, and Web Crawler. Well, now there is a similar system dedicated only to Amiga resources on the Net. The AmiCrawler search engine can be found at: http://www.melizo.com/area52/amicrawler/search.cgi

/NOTICE [nickname] [channel] [text]
Works in a similar way to "/MSG" but puts "–" characters around your nickname as it appears on the recipients screen. Many automated IRC processes (known as "Bots" which will be covered later on in this series) use "/NOTICE", and so it is probably best to stick to using "/MSG" unless you want to give the impression that you are nothing more than a program.



Channel operators are shown in the Grapevine user window with a wand beside their nick.

/NOTIFY [nickname]
Adds the specified nickname(s) to a list of names who you'll be warned about when they start or stop using IRC. Note that including too many names in this list can slow things down quite noticeably, both for you and other users on the same server. Unless you are really looking out for someone, it's best to avoid using /NOTIFY.

/QUERY [nickname] [channel]
Starts a private conversation with the supplied nickname on the optionally specified channel. To cancel this private mode, use "/QUERY" with no parameters. In effect, using "/QUERY" is like issuing a series of "/MSG" commands. Be aware however that no conversation, even protected by /QUERY, is secure on IRC.

Any unscrupulous operator on any IRC server anywhere on the Internet can eavesdrop on any messages, so be careful what you say.

/TOPIC [channel] [topic]
Changes the channel topic for the specified channel, as seen when using the "/LIST" command. In general, you'll need chanop status to be able to change the topic.

CONCLUSION

Whichever IRC client you end up using, there are a few basic rules about using IRC, which can be basically summed up in the two words "Behave yourself".

I know it's not like, real, or anything, but you should still treat others on IRC as you would expect them to treat you (although this does NOT include asking strangers for net.sex just because you would like people to ask you – strangely many IRC users are not saddos).

Darren Irvine can be bothered at:
email: darren@plasma.thegap.com
fido: 2:443/13.18
IRC: on the Undernet, usually on #adb

RUMOUR MILL

Firstly this month, Rumour Mill would like to contribute it's own suggestion for an actual name for the Walker project – "Stupid Looking". Really, when has a stupid looking computer ever been successful commercially? Amiga Technologies would do well to concentrate on upping the specs of the machine rather than wasting time and money on silly case designs.

Additionally, it has been brought to Rumour Mill's attention that one of the Rumour Mill hangouts on the Internet, namely the Usenet group alt.drunken.bastards has been given a bit of a dodgy write-up by a magazine that we'll call ".Not" Well, all we can say is, you caught us at a bad time, really we're fun-loving and friendly (albeit drunken) people at heart, and the two month long flame-war that you witnessed was an aberration. Honest.

BEYOND CHATTING

Although IRC was of course designed as a method of communication between Internet users, it has been expanded into a much more versatile system using what is known as the Client to Client Protocol (CTCP). This is a system which allows two users who's IRC clients both support CTCP to perform client specific actions across the IRC network. Although new CTCP commands are being developed all the time, the most commonly used one is the /DCC or Direct Client Connection command which is used for file transfers. One word of warning here is never to send or receive a file from someone unless you know exactly what file is being transferred. It is possible for unscrupulous IRC users to gain control of or damage your local system by sending bogus password files, or getting you unwittingly to send your own. The options available for the /DCC command are:

/DCC SEND [nickname] [filename]
This initiates a file transfer procedure between your machine and that belonging to [nickname] – in the first instance [nickname] will be informed that you want to transfer the file. It is up to the remote user to continue the transfer using the next /DCC command:

/DCC GET [nickname] [filename]
This accepts the file transfer which was initiated by the remote user's /DCC SEND command.

/DCC LIST
This shows the current DCC connections along with details of their types, status and nicknames involved.

/DCC CLOSE [type] [nickname] [arguments]
This aborts an unwanted DCC file transfer request. The arguments should be the same details as shown using the /DCC LIST command for that DCC connection.

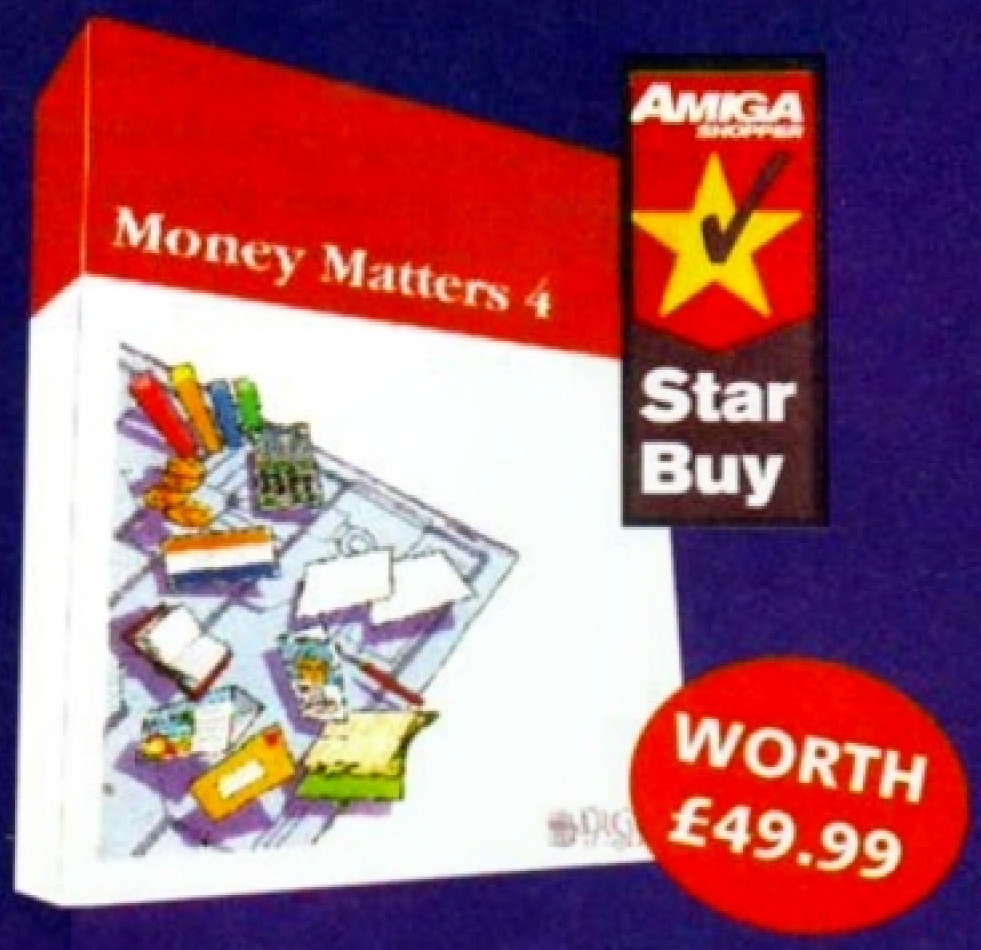
/DCC CHAT
This establishes a direct client to client chat which, unlike normal IRC communications which pass through any number of IRC servers, allows secure communication directly between the two users. Once the /DCC CHAT connection is established, the secure messages are sent using the normal IRC /MSG command.

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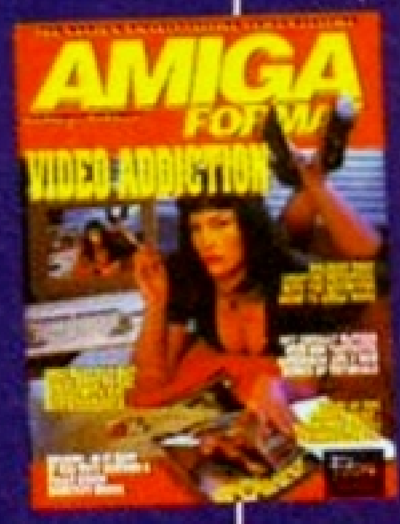
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Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.

Description	Communicator III		
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Gloom



Top of the A1200 chart for a long time and given a well-deserved *Amiga Format* Gold award, *Gloom* is an excellent, atmospheric and darned frightening shoot-'em-up.

This first person perspective game takes you roaming through levels, maps, mazes and secret rooms and, to spice things up, you get to blast your way through ghoulies, devils, general nasties, weapons, blood and gore.

This is the Doom-clone the Amiga has been eagerly waiting for.

You definitely don't want to miss this one. Get it today!

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Super Skidmarks



An *Amiga Format* Gold with 92% in issue 71, *Super Skidmarks* was described as "the best driving game in its class ever seen on the Amiga".

This is a racing game that's all about control, skill, timing, confidence, aggression, instinct and ability. A test of yourself against your friends and fellows. Add it to your collection as soon as humanly possible!

Description	Super Skidmarks		
Order code	AF/SS	AF Price	£15.99

Turbotech Clock Cartridge



Your Amiga will always know what day it is with this handy device which sets the correct time and date. The *Turbotech Clock Cartridge* simply fits into the disk drive port (or on the back of your second drive). Comes complete with software. Save £2 off the recommended retail price.

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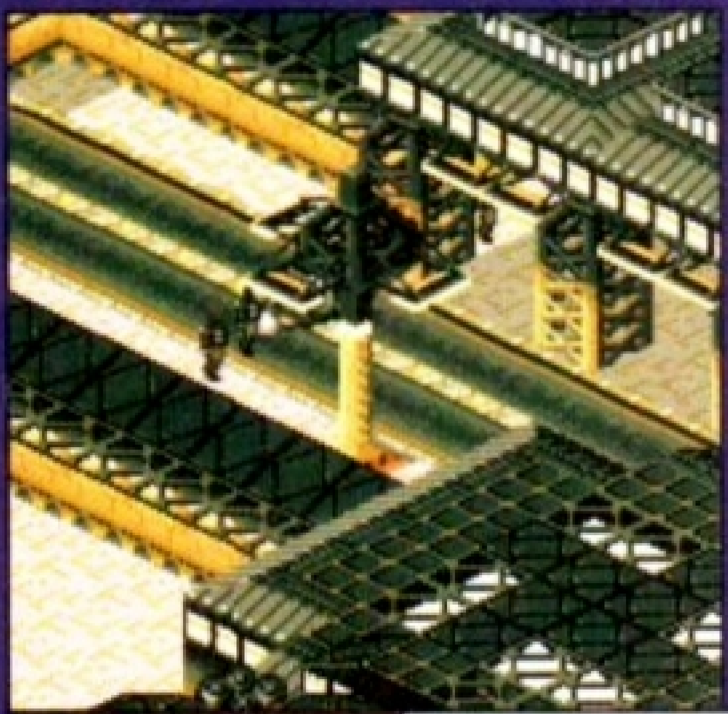
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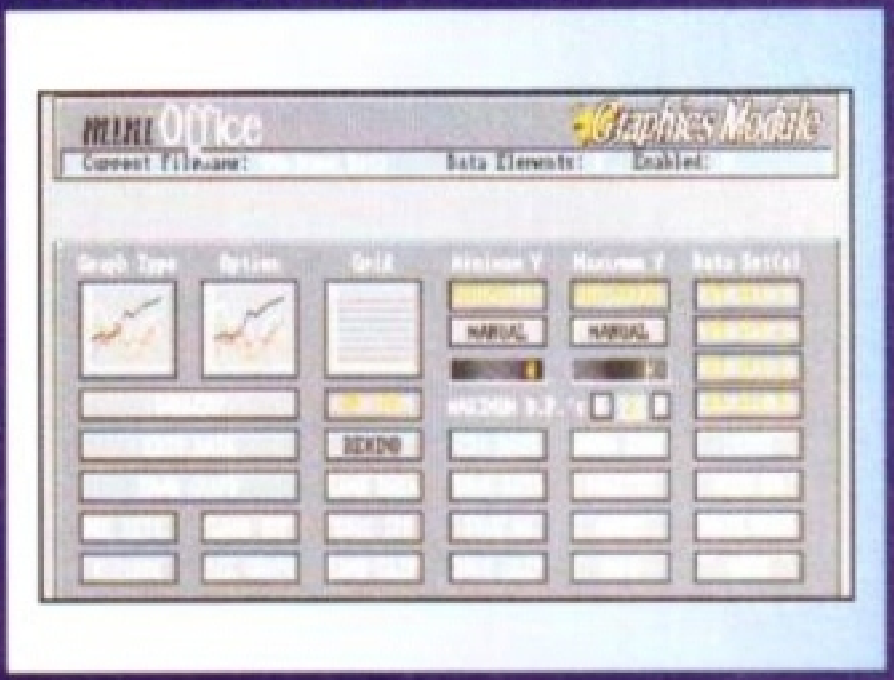


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You can't buy this exclusive disk in the shops or from any other magazine, but you need a copy of the original four-disk game to use the *Missions* Disk.

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A collection of database, spreadsheet, graphics and word processor programs from Europress that you shouldn't be without.

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Mega Mouse 2 and Scanning Pad





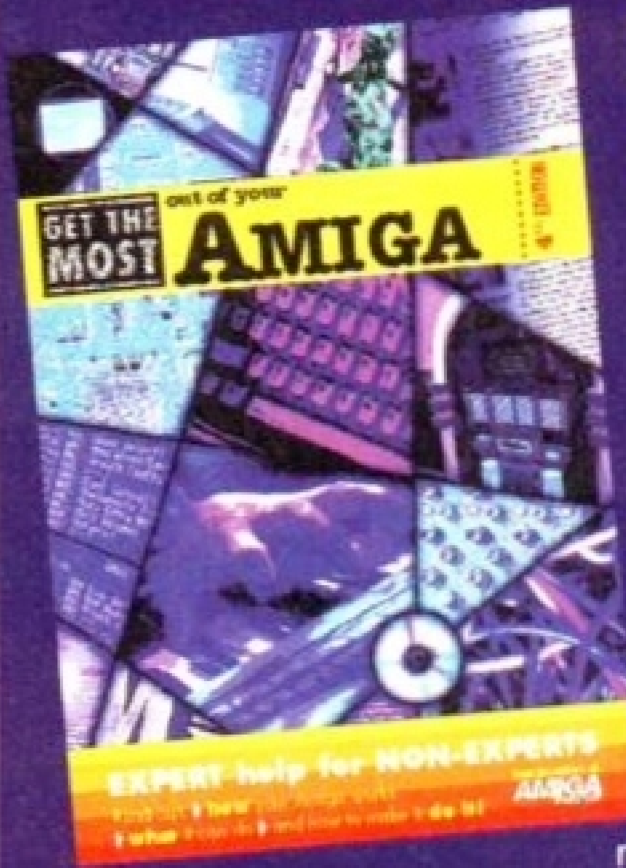
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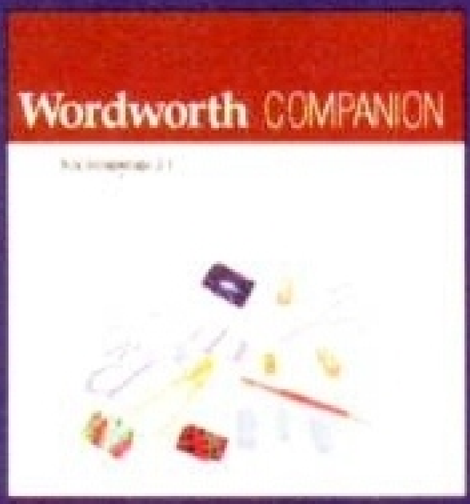
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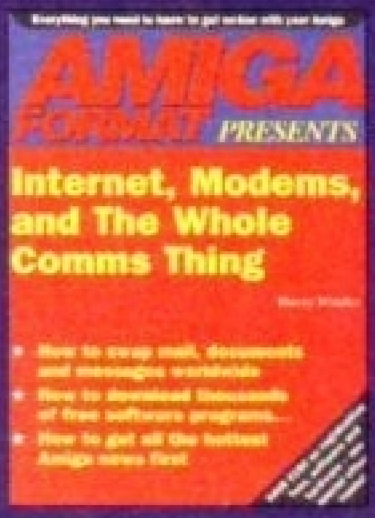
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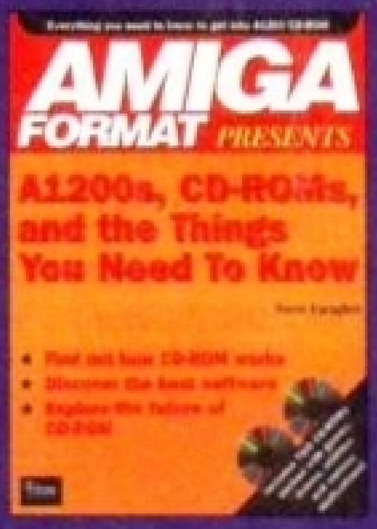
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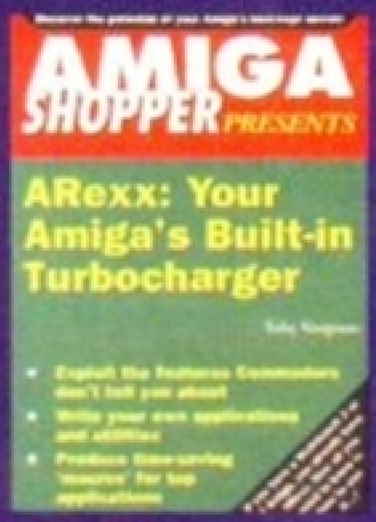
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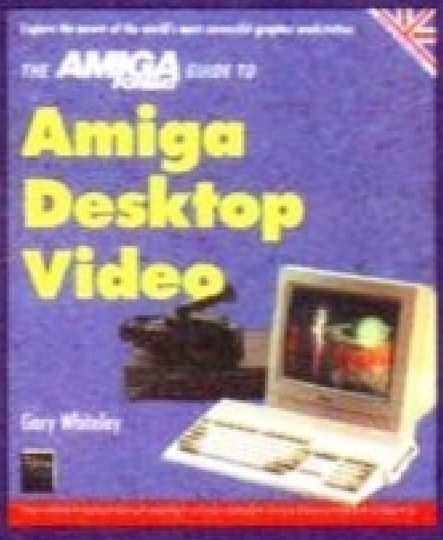
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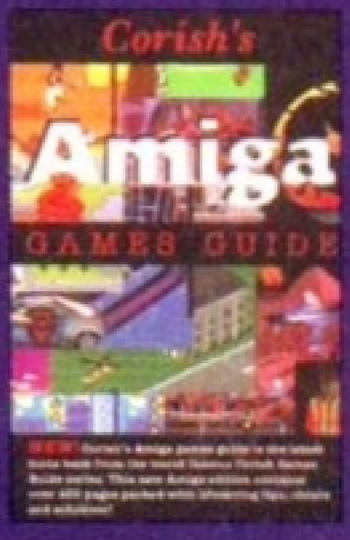
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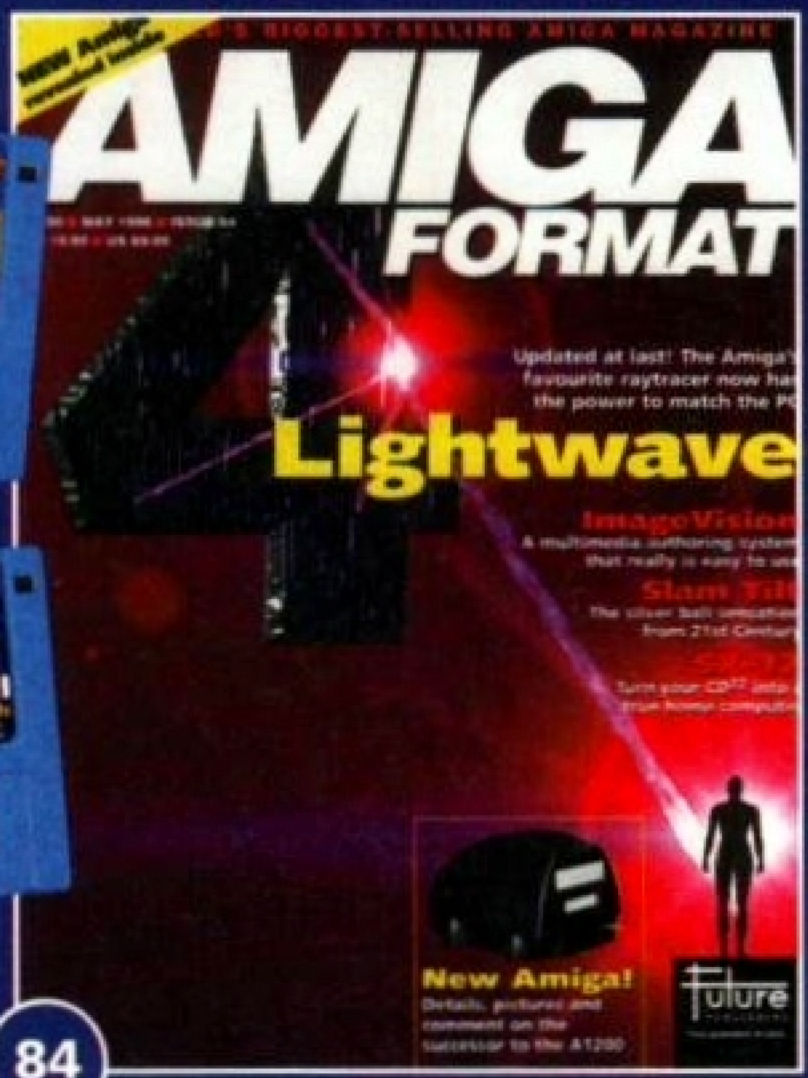
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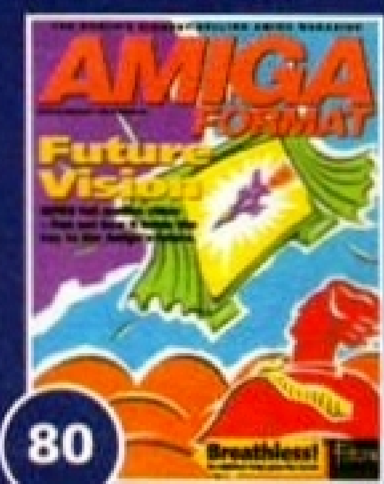
84
It's been a long time coming but, at last, *Lightwave 4* is here. We find out whether it's still the greatest 3D animation system. Reviews of *Slam Tilt*, *ImageVision* and the *SX-32*. Plus Graeme visits CeBIT for a glimpse of the new Amiga.



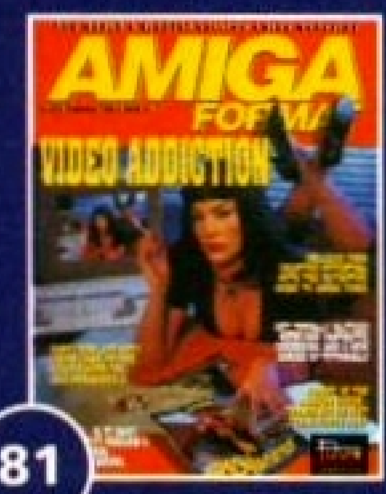
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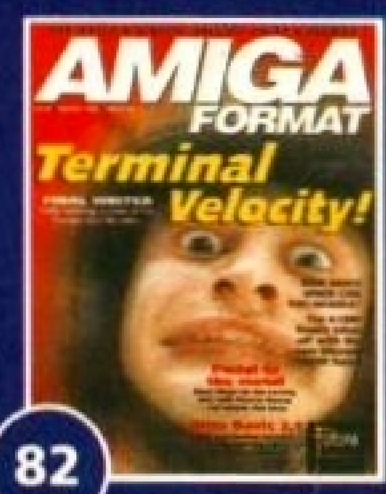
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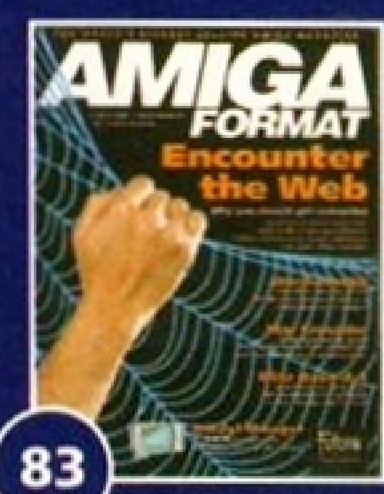
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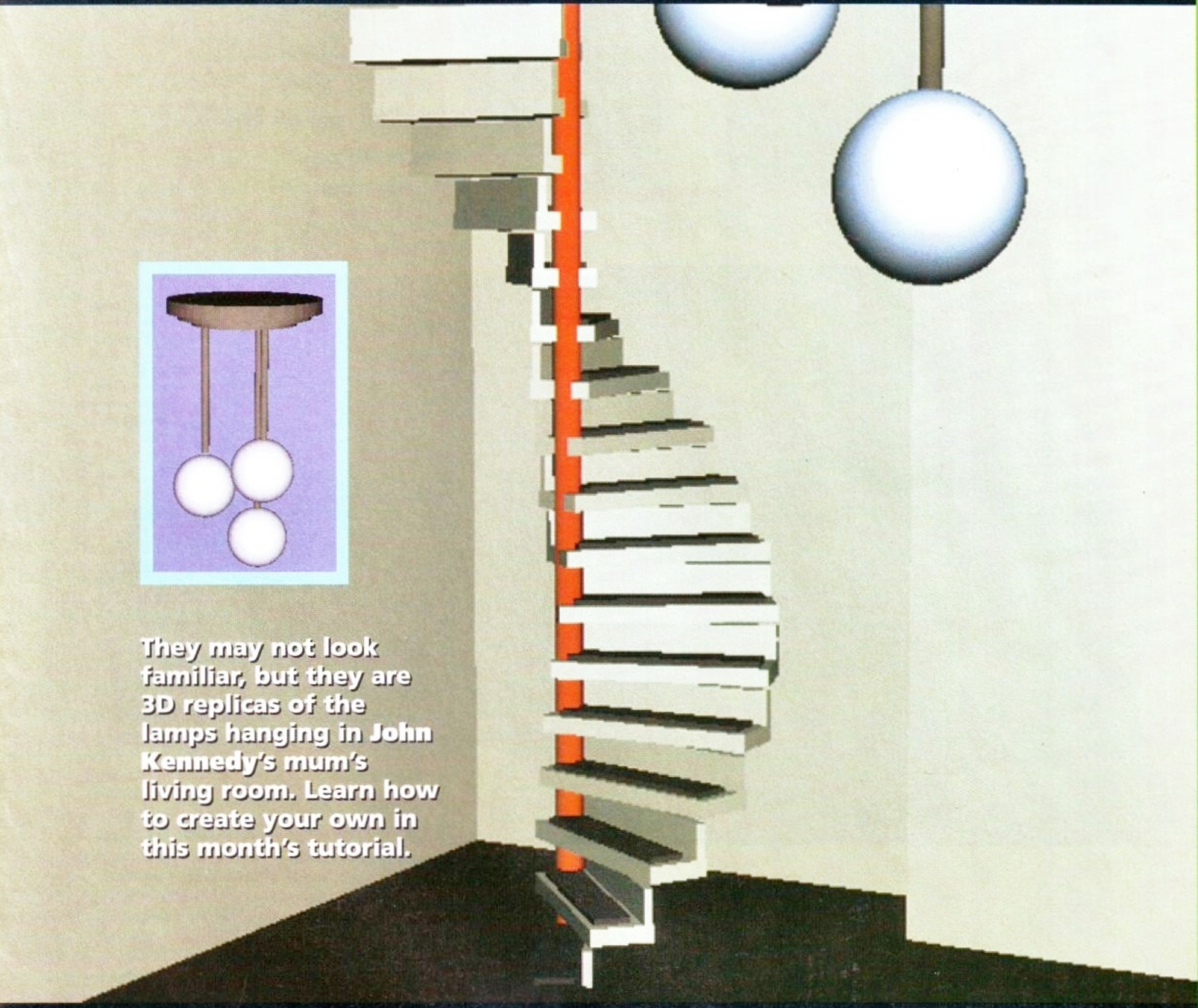
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MACHINE ____________
PAYMENT METHOD ____________
CREDIT CARD DETAILS ____________
EXP DATE ____________

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TOTAL GOODS VALUE		£
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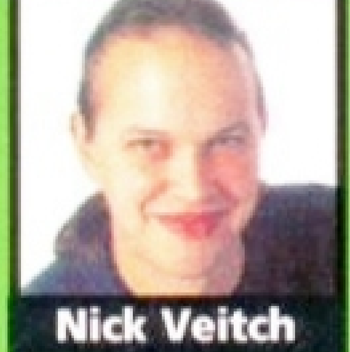
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AF CREATIVE



They may not look familiar, but they are 3D replicas of the lamps hanging in John Kennedy's mum's living room. Learn how to create your own in this month's tutorial.

AMIGA FORMAT STILL LEARNING



Nick Veitch

Whatever your favourite hobby or pastime, whether it be editing your own mini films or creating your own computer programs, there is always something new to be learnt.

As **John Kennedy** pointed out in the *Real 3D* tutorial this month, after using the program for many years, he is still picking up on new features and learning tricks to simplify complicated operations. Even if you think you're an expert there is bound to be somebody else who has found an easier way to do something. Sit back and read on...

TUTORIALS

DV DESKTOP VIDEO

There are certain features that are really essential for professional results. Steve McGill has all the necessary information.



The quality of your equipment is obviously dependent on the available resources. If you're on a tight budget a camcorder with an edit terminal is enough.

Anyone really serious about video editing using their Amiga must be fully aware of all the features and limitations of consumer video decks. They also have to be aware of the minimum specifications required of the deck that they plan to use as the source, or play deck.

For really professional results and extra creative freedom, the source deck must be fitted with an edit terminal (see the boxout **Terminal Editing** for some more information).

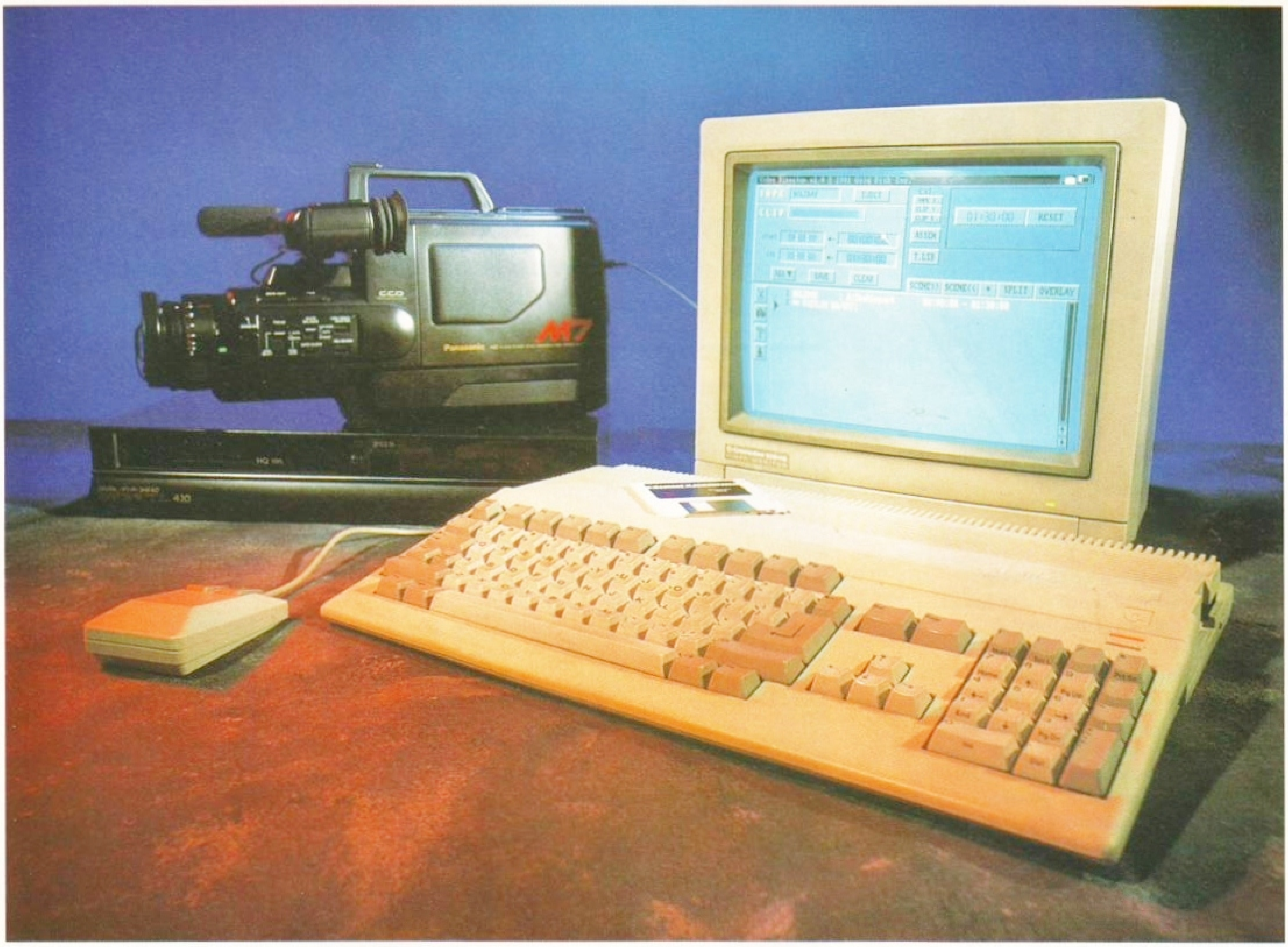
The amount of money that the potential editor has to spend plays a very important role here. If money is very tight, a camcorder equipped with an edit terminal will be sufficient as a source deck. At least until you can afford to buy alternative equipment. Perfectly usable results can still be achieved with just a camcorder.

If you're lucky enough to be able to afford some more equipment, the following items should be taken as a check list of essential features. This is assuming that there is an edit terminal located on the deck.





Audio Dub is especially useful for adding sound effects. It just wouldn't be Nick if you couldn't hear the squeak of that leather.



A system controller chip ensures a deep rapport between the Amiga, the camera and the VCR.

A JOG SHUTTLE DIAL

The mechanisms of decks with jog shuttle dials allow you to picture search at varying speeds in both a forward and backward motion.

They also let you jog the picture just one frame at a time. This is particularly useful when cueing up the deck for frame accuracy. It means that you can cut on action shots that require a high degree of synchronisation.

A TIME-BASE CORRECTOR

The biggest worry of video editors is to keep their pictures at the highest level of quality possible. As video is an analogue based signal, and editing is no more than glorified copying, repeated copying leads to generational loss and lower quality pictures. A time base corrector, digitally tidies up the varying mechanical time base errors that creep into video pictures and therefore serves to ensure that the video editor can squeeze an extra generational copy from his edits.

AUDIO DUB

Many consumer decks offer Hi-Fi stereo sound. This is achieved by mixing the sound with the picture signal. Once recorded, Hi-Fi sound cannot be replaced unless it is carried out while copying, and this leads to a generational loss. All video recorders have a linear mono track which is independent of the video picture. This mono track can be recorded over while at the same time leaving the video picture intact. Audio dub is particularly handy for adding commentary and sound effects to make up for a previously sub-standard sound track.

INSERT EDIT

Also known as video dub, insert editing is the preferred editing method of the professional editor. Insert editing places the picture on top of pre-recorded footage without disturbing the control track.

The advantage of insert editing is that the video control track remains unbroken meaning that the occasional glitches and drop outs that occur with normal assemble editing just don't happen. This results in a smoother production and, if timecode is available, an easier method of synchronising sound to visuals.

TYPES OF EDITING

There are three basic types of video editing available:

ASSEMBLY EDITING
INSERT EDITING
A/B ROLL EDITING

All three are referred to as linear. That is, one section of video footage is recorded onto tape and followed by another section ad infinitum.

TERMINAL EDITING

All video decks are controlled by a system controller (syscon) chip. This chip is basically a simple microprocessor which ensures that all the mechanics of the deck work in harmony with each other. As such, it means that the syscon can be interfaced with and slaved to another microprocessor such as a suitably equipped Amiga.

The means of doing this involve a two way method of communication. This communication is realised through a Philips designed interface known as the inter-IC bus (I2C).

The I2C is designed to be bi-directional, which means that the video deck sends information to and from the Amiga.

The deck sends information such as counter pulses and time code. The Amiga then sends the commands that are based on this input; commands such as stop, pause, and play.

Panasonic and Sony have developed the most commonly used consumer systems.

Blitz Tutorial

John Kennedy takes us on the next stage of the *Blitz Basic* experience with some modular programming. Well, we're getting there slowly...

```
; Example of a Function and a Statement

Statement alert{t$,a$,b$,c$,d$}
  ; This procedure puts up a box
  WTitle t$,t$

  Window 1,100,100,300,100,$1002,t$,1,2
  Use Window 1     ; Use the new window for I/O
  NPrint ""
  NPrint a$
  NPrint b$
  NPrint c$
  NPrint d$
  NPrint "  * Click to continue *"
  MouseWait         ; Wait for a mouse click
  Free Window 1     ; Shut the about window
  Use Window 0      ; Return to main window!
End Statement


Function seconds{t}
  ; Return the number of clicks
  ; which are required for "t" seconds
  t=t*50
  Function Return t
End Function

; Now the program itself..

FindScreen 0     ; Display on Workbench screen
Window 0,0,0,320,256,$1407,"My Workbench window..",1,2,0
VWait seconds{1}   ; Pause for 1 second

  alert{"Warning!","","    Hello, there has been","     an error!",""}

VWait seconds{2}
Print "Now click to finish"

MouseWait
Free Window 0
End
```

Listing One: Contains both a Function and a Statement.

Now at last we're getting somewhere. If you've been following this tutorial, you'll now be able to create a program which can open a new display, complete with menus. More importantly, you will also know how to make use of the Amiga's operating system to create a loop which can deal with events (such as menu selection) and process them accordingly.

A reminder: as you are typing the following listings into Ted, your Blitz editor, remember that you don't need to type the comments. In other words, leave out the semicolons at the end of the line and everything following them. This will help you to avoid RSI. I can only type this text without injury because as a trained professional, I have had my wrists replaced by specially designed bionic modules.

MODULAR PROGRAMMING

Blitz Basic makes it relatively easy to split your program into individual modules. This form of programming is to be recommended as it leads to easier debugging, and also allows you to build up a library of frequently used routines for your own use. With a program of any complexity – and an HTML viewer program most definitely is not simple – you'll want to make things as easy for yourself as possible. For this reason, we'll now look at how to "Modularize" our Blitz programs.

When you consider it, there are two types of program module: those that return values, and those that don't. For example, you may create a program module which performs some complicated maths and then returns an answer: this is termed a "Function". Alternatively, you may create a module which displays an error message on the screen: this is termed a "Statement" as far as Blitz is concerned, and it differs from a Function because no value is returned. Let's have the obligatory example to make things clearer.

Listing One is a short program which contains both a Function and a Statement. You'll notice that both need to be named and defined at the start of the program before they can be used. Although they appear at the start of the program, they won't be executed until they are "called" later on. You'll also notice that it is possible to provide "parameters" or values into the code module. Blitz needs these parameters contained within curly brackets – even if you don't have any parameters you will still need the brackets.

The Statement in the listing is the code we have seen before to create an "About" box. However, it has now been re-written in modular form. The Statement will accept five strings of parameters, and these are contained within the brackets after the name of the Statement. The first string contains the title of the new window, the other strings will contain text which will be displayed in the window itself. Converting this code into a statement makes it a lot more flexible: the same code can be used as an error requestor or any other form of window used to alert the user.

The example Function is used to convert some values for us. Blitz has a built-in function called "VWait" which pauses the program until the vertical blank is triggered. This is mainly of use when animating, but also has the effect of pausing the program for 1/50 of a second. Our function is used to calculate the number of vertical blanks required for every second of delay. So to pause for one second, the function returns the value fifty. Functions can also return strings, by the way – if you want them to, use a dollar sign like this: function$ add_strings{a$,b$} c$=a$+b$ function return c$ end function

FILE REQUESTORS

You will have used a file requestor many times on the Amiga. Even *Blitz Basic* uses them when loading or saving a program. Adding a similar requestor to

```
; Example of a file requestor

FindScreen 0     ; Display on Workbench screen

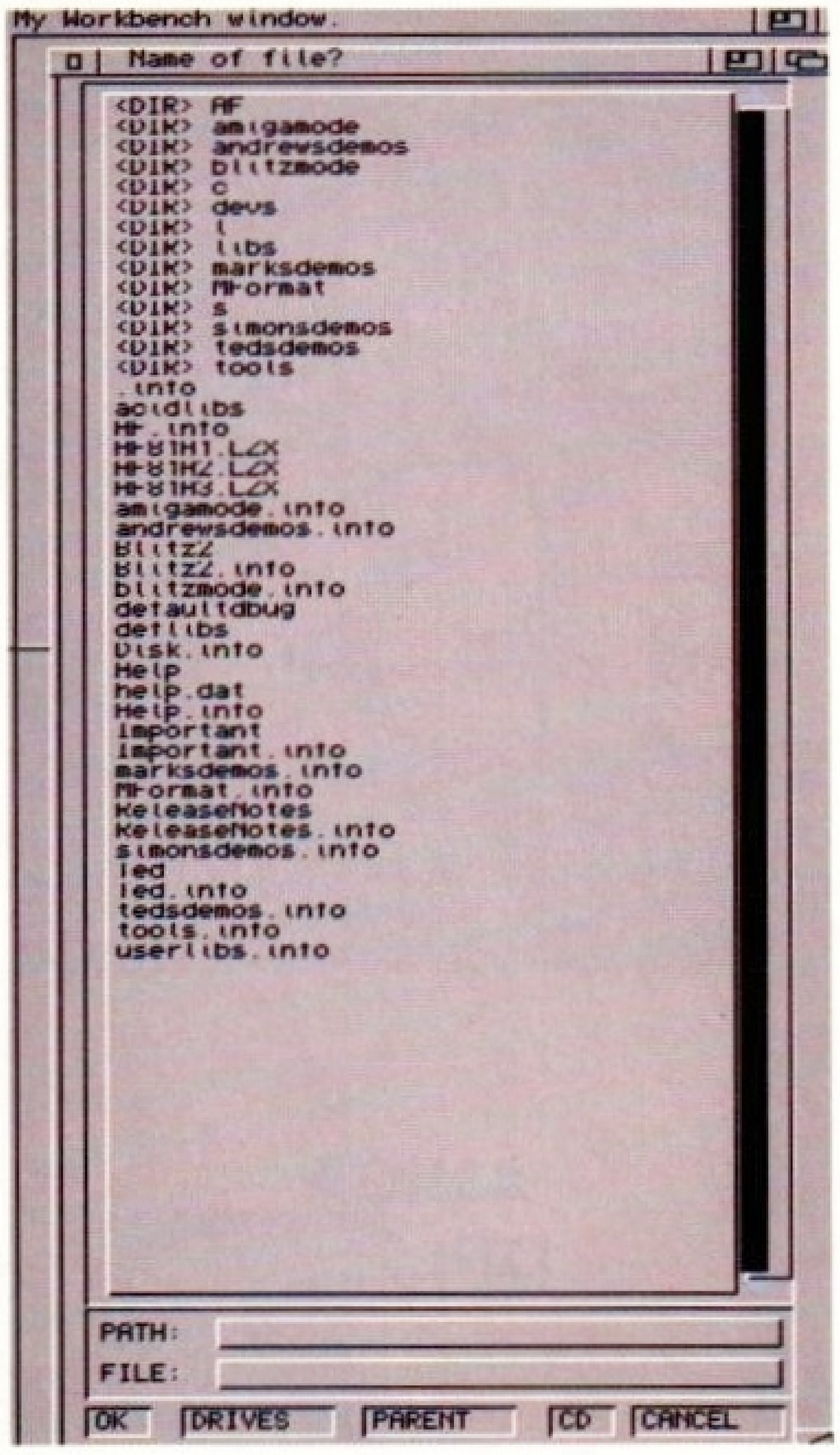
MaxLen path$=192   ; Special magic stuff
MaxLen name$=192   ; required for file requestor

Window 0,0,0,320,256,$1407,"My Workbench window.",1,2,0

f$=FileRequest$("Name of file?",path$,name$)
NPrint "You selected:",f$


MouseWait
Free Window 0
End
```

Listing Two: Uses the normal old-fashioned requestor.



Listing Three: **Not very pretty and lacking in functions. This can be improved.**

your own Blitz programs is pretty easy, and we'll use it to determine the name of the HTML file which we want to load and display.

As you would hope, all the hard work in creating a requestor is handled by Blitz, although there are two methods to choose from. The first uses the normal old-fashioned requestor, which frankly, looks terrible. **Listing Two**, on the previous page, is a small program which uses it.

Before you use the file requestor function, you must use "maxlen" to define the size of the path and name the strings. If you don't, your program may crash. When you enter and run this program, you'll see something a little like **Listing Three**.

Not the most attractive requestor in the world. It also lacks a few functions. For example, most requestors will filter out certain files for you – you may not want to see .info files for example. Our HTML display program won't want to see any files which don't end in .htm or .html. We can improve things by using the all-singing, all-dancing ASL file requestor.

This listing is an example using this ASL requestor, in the form of a statement: it's not a complete type-and-run program! The code within the statement is a little smarter than the first example, and it will ask for the name of the file (only HTML or HTM files) and check to see if the file exists. If it does, it will load it into a string variable called "HTML$". We do this to make processing the HTML code easier – it's faster to load in the entire page first, than process it character by character.

```
Statement load()
  SHARED html$
  SHARED count
  WTitle "Loading..","Loading.."
  MaxLen path$=192
  MaxLen name$=192

  path$="ram:"
  pattern$="(#?htm|#?htm)"
  p$=ASLFileRequest$("HTML File to load",path$,name$,pattern$)

  count=0
  flag=ReadFile(0,p$)
  If flag=True
    FileInput 0
    While NOT Eof(0)
      html$=html$+Inkey$(1)
      count=count+1
    Wend
  Else
    alert("File Error"," Sorry, the file you requested",
           " could not be loaded.", " Please try again","")
  EndIf
End Statement
```

Type this all on one line

Listing Four: **Makes use of the "Shared" command which joins two separate variables.**

Listing Four has a few parts which need explaining. First of all, the use of the "Shared" command. Normally, when you write a function or a statement any variables which are used within it are unique to that code module. Every time you call the module, the variables are created from scratch and forgotten when the module is finished. You may have a variable called "X" in your program, and another variable called "X" in a function. These variables will be two separate variables unless you use the command "Shared". This makes them one variable.

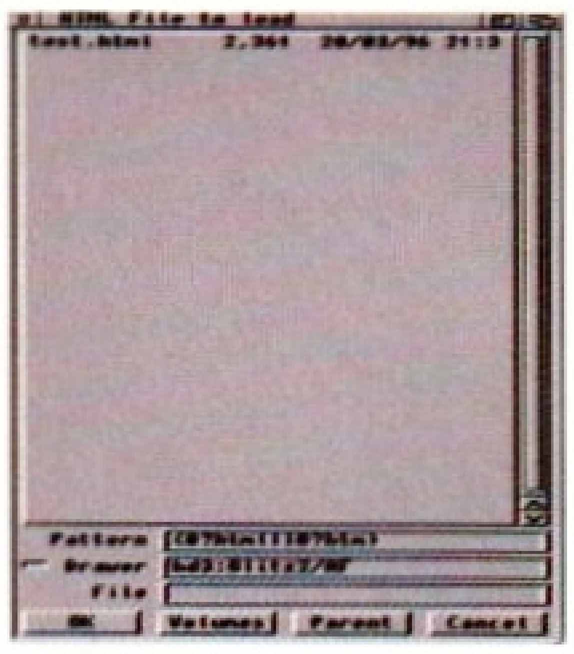
The statement also pre-defines values in the path$ and pattern$ variables. By setting path$ you can define where the requestor starts, and by setting pattern$ you can filter out files which aren't required. This feature is missing from the simpler requestor.

Using the ReadFile command will try and open the file supplied to it: in this case, the file name is in p$ which was obtained from the requestor. If the file cannot be opened (for example, if it doesn't exist) then the loading is aborted and the "alert" statement we defined earlier is used.

If the file does exist, the "FileInput" command makes sure we use it, and points Inkey$ to read from the file instead of the default keyboard settings.

Inside the While/Wend loop, the contents of the file are read one character at a time and appended onto HTML$. Eventually the file will be completely read and HTML$ will contain it all. When this happens, the variable count will contain the length of the string too. You could, for example, make sure that the count didn't exceed 5000 or to avoid the program spending too long loading data or extremely long HTML pages.

When you use the Statement from within a program, you'll see a display like **Listing Five** which is considerably more useful and attractive than the older requestor. We are now ready to start processing the HTML files. We have all the code necessary to create a screen, a window, define menus and request the name of the HTML file from the user. Next month we'll look at HTML and how we can decode it.



Listing Five: **Uses a statement from within a program.**

VARIABLE TYPES

Blitz can store many types of variable. So far we have used string variables (for storing text) and the default numeric variables for storing numbers. The full list of Blitz variable types is as follows:

TYPE	SUFFIX	RANGE	ACCURACY	BYTES
Byte	.b	±128	integer	1
Word	.w	±32768	integer	2
Long	.l	±2147483648	integer	4
Quick	.q	±-32768.0000	1/65536	2
Float	.f	±9*10^18	1/10^18	4

Most of the time you won't need to worry about the type of your variables. By default, numeric variables will be of type Quick. If you wish to create variables of other types, use the suffix like this:

```
a.f=1/3    nprint a.f
```

If you wish to change the default type, you can do so like this:

```
DEFTYPE .f    a=1/3
```

This means that variables with a suffix will all default to be of type Float.

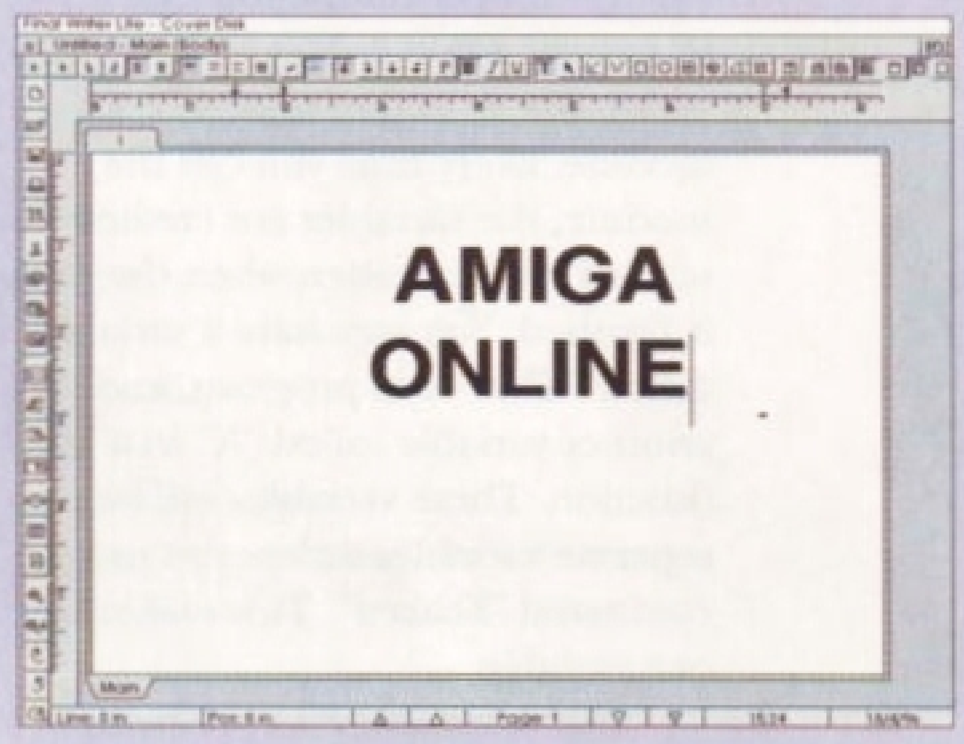
DEFTYPE can also be used to define the types of specific variables. For example:

```
DEFTYPE .f a,b,c
```

This means that the default type of Quick is maintained, but variables a, b and c are of type Float.

Final Writer Masterclass

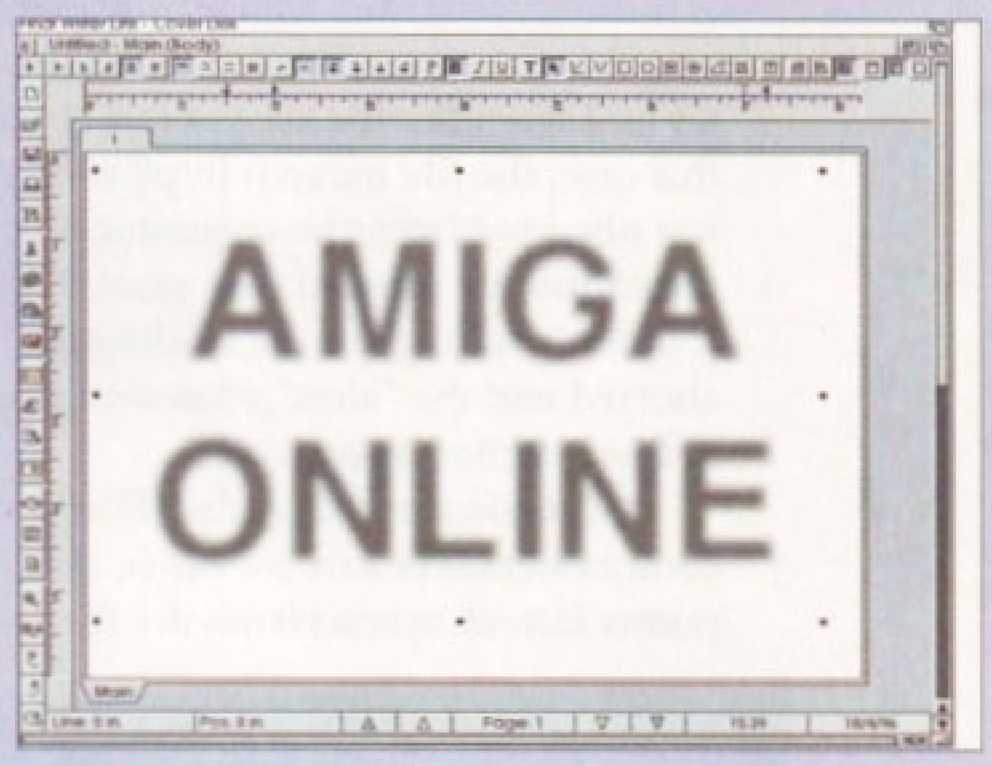
TUTORIAL PART 4



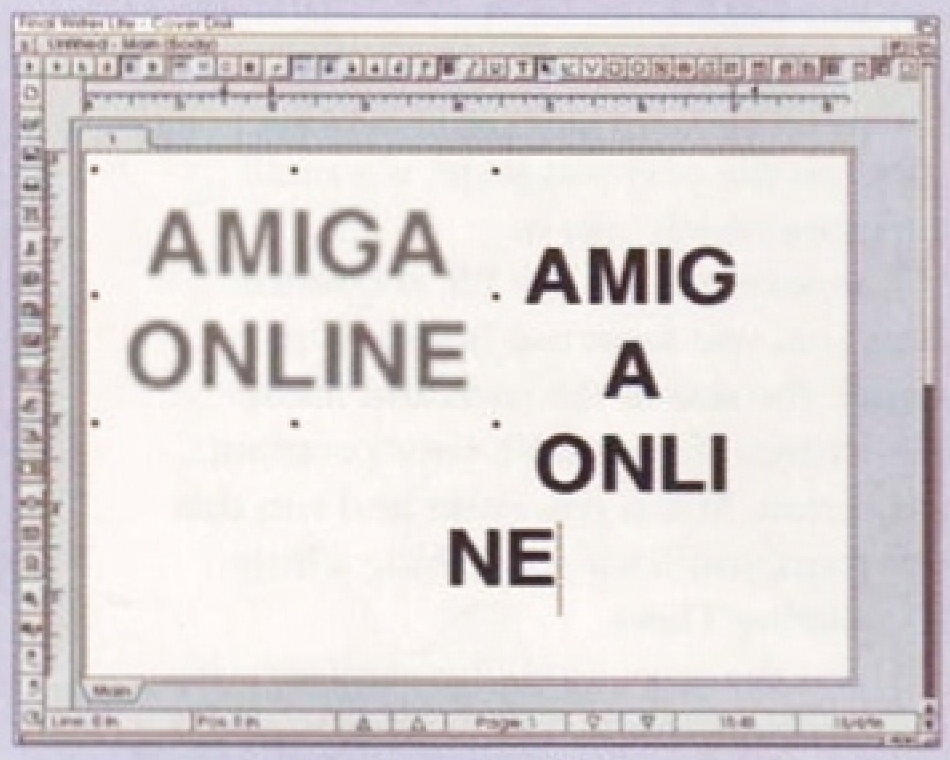
1 The first step is to open a new document, and create a heading for it. This example here, is the title page of a stunning new Amiga newsletter I am creating.



2 Now we need a copy of the text to experiment with. You can either use an identical font in your paint package, or do what I did and grab the screen into *Personal Paint* directly.



6 You can now use the IMPORT option from the GRAPHICS menu in *Final Writer* to load the brush. It will probably be too large to start with, so you will need to stretch it into shape.



7 Re-size the image until it is approximately the same size as the text. You'll see the original text actually flows around it, which is something we need to change so that the text lies on top of the graphic.

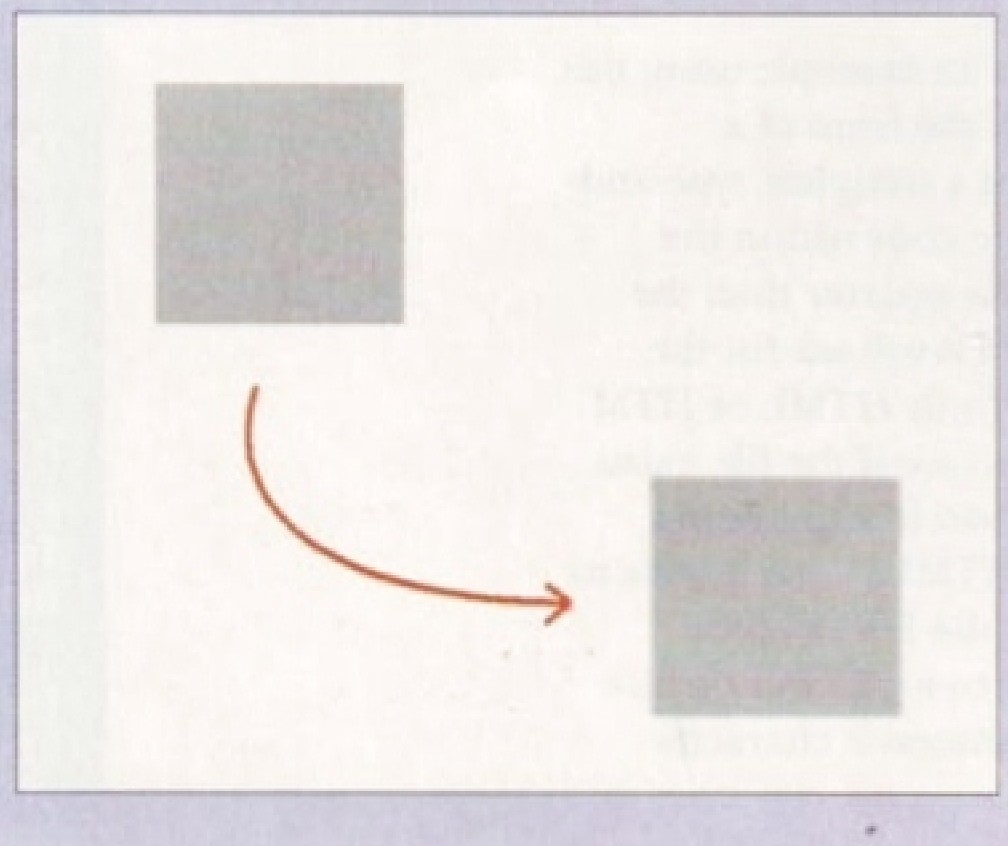
NEXT MONTH

If there are any specific things you would like me to cover in this series, please drop me a line at:
Masterclass, *Amiga Format*,
30 Monmouth Street,
Bath BA1 2BW
Alternatively you can email them to me at: amformat@futurenet.co.uk
Please put "Masterclass" in the subject line.

SHADY PICTURES

Illustrations or screen shots can be processed in the same way, and you can see the results in magazines which employ Art Editors who haven't yet got bored with the technique.

The hardest part is usually getting the image into the paint program where it can then be manipulated. Screen shots are easy, as they are always rectangular

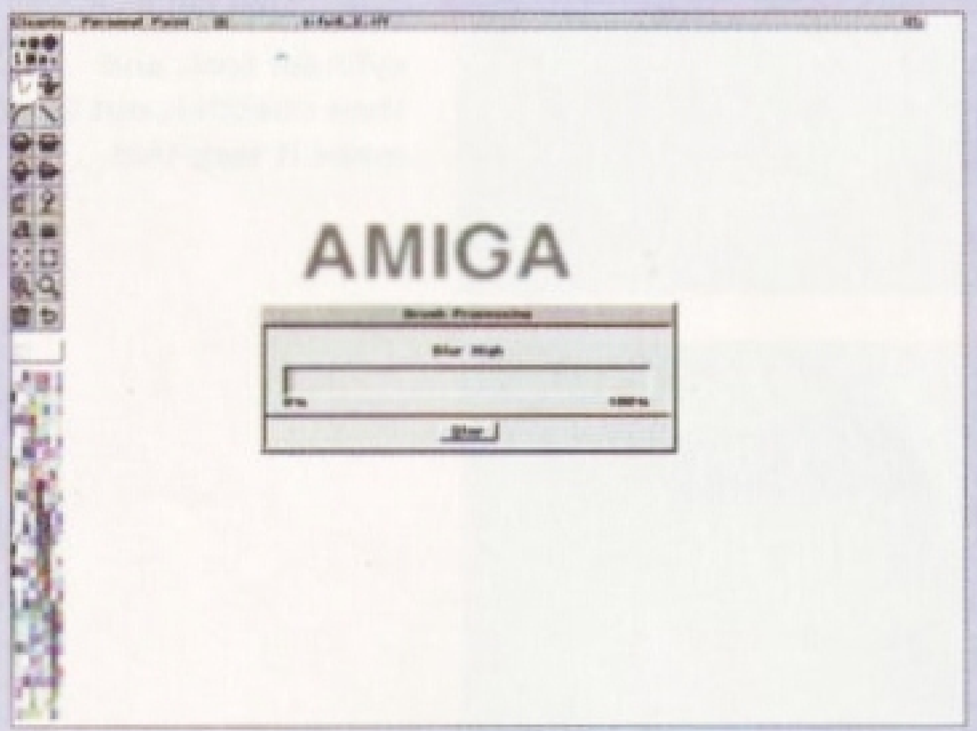


1 First create a blurred rectangle in your paint program. Make it roughly rectangular, a light grey and very blurred. Cut it out and save it as a brush.

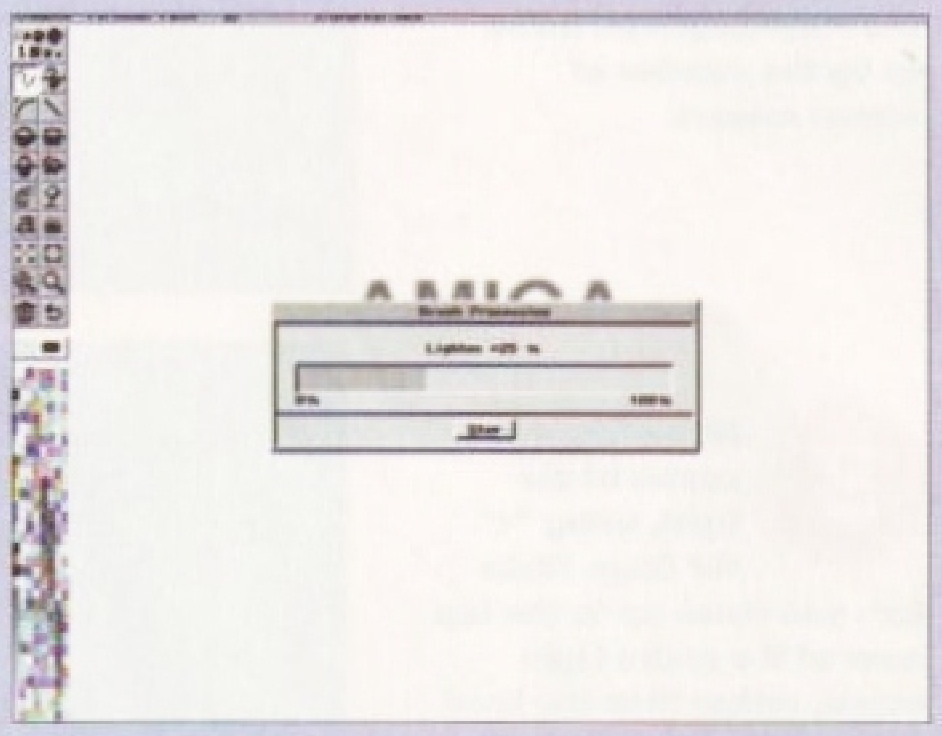
SEE P86 TO OBTAIN A COPY OF AF 82 WITH IT'S FINAL WRITER COVERDISK

With some common Amiga programs, you can add real sparkle to your *Final Writer* documents. Nick Veitch shows you how in another Masterclass.

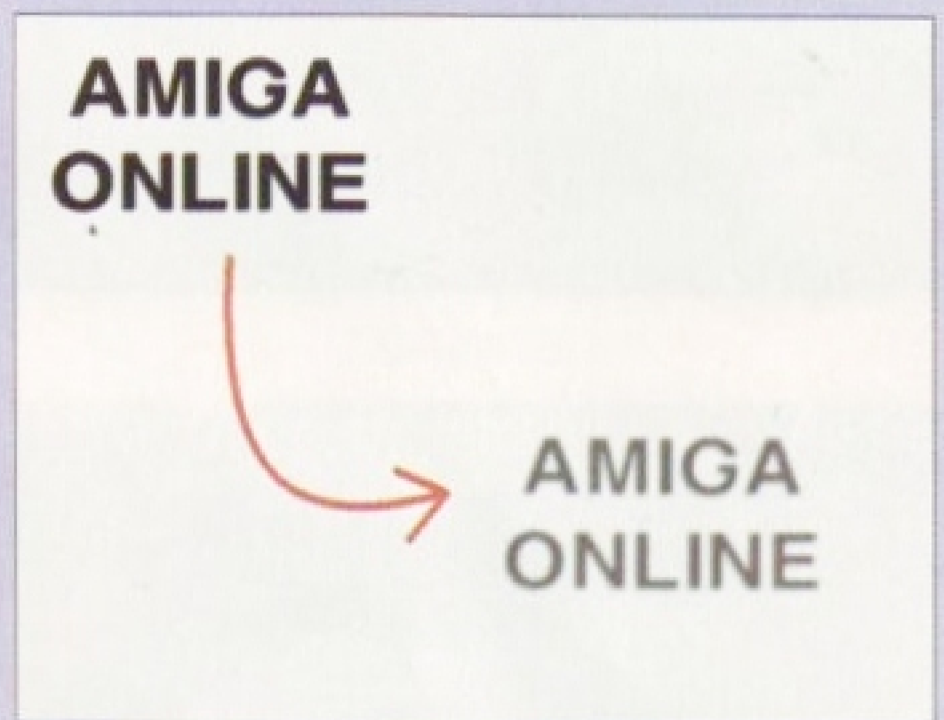
Totally blank, white pages for your documents, can be spruced up by using a simple little effect. This creates what is called a "drop shadow", and it adds an excellent degree of depth to the page. As with most effects it is possible to over-use it, but you should try it at least once. For best results, you will need a paint program which is capable of blurring an image. I'm using *Personal Paint*, but you could also use *Image FX*, *Art Department Pro* or *Photogenics* amongst others. The goal is to create a drop shadow as an IFF image, preferably in 256 colours for best results. The original text is then placed on top, and the shadow makes it look as if the text is floating over the page. We are using the original black *Final Writer* text rather than an image of the text, as the *Final Writer* text will always be sharper.



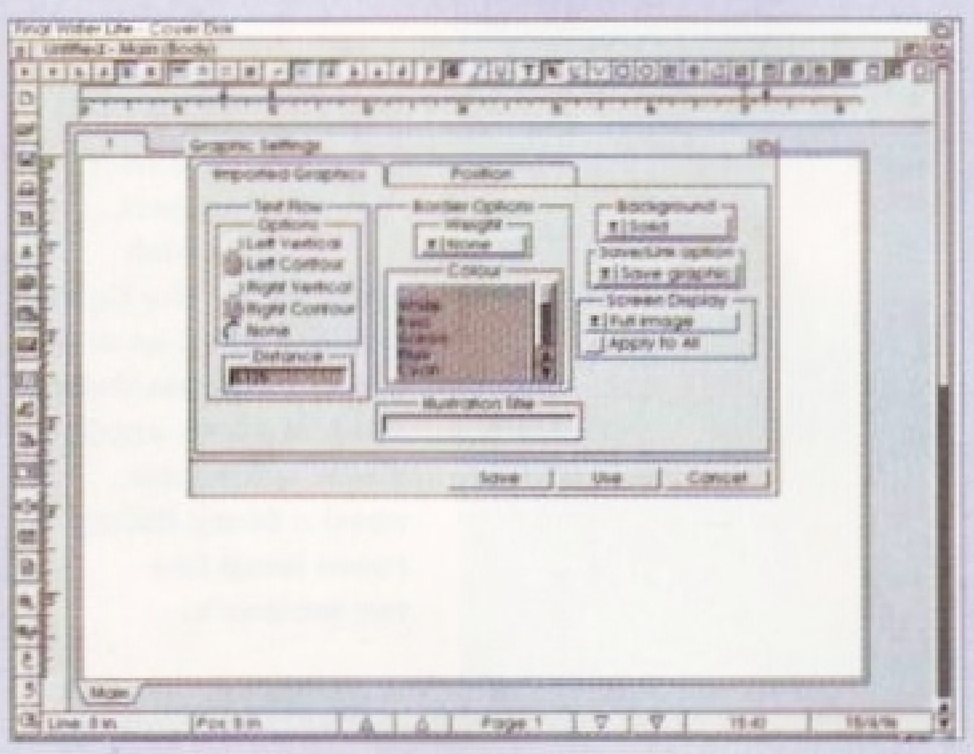
3 Firstly, we need to blur the text image. This will give the fuzzy edges which shadows have. Most packages are able to blur images easily, although you may need to use lots of colours to make it look good.



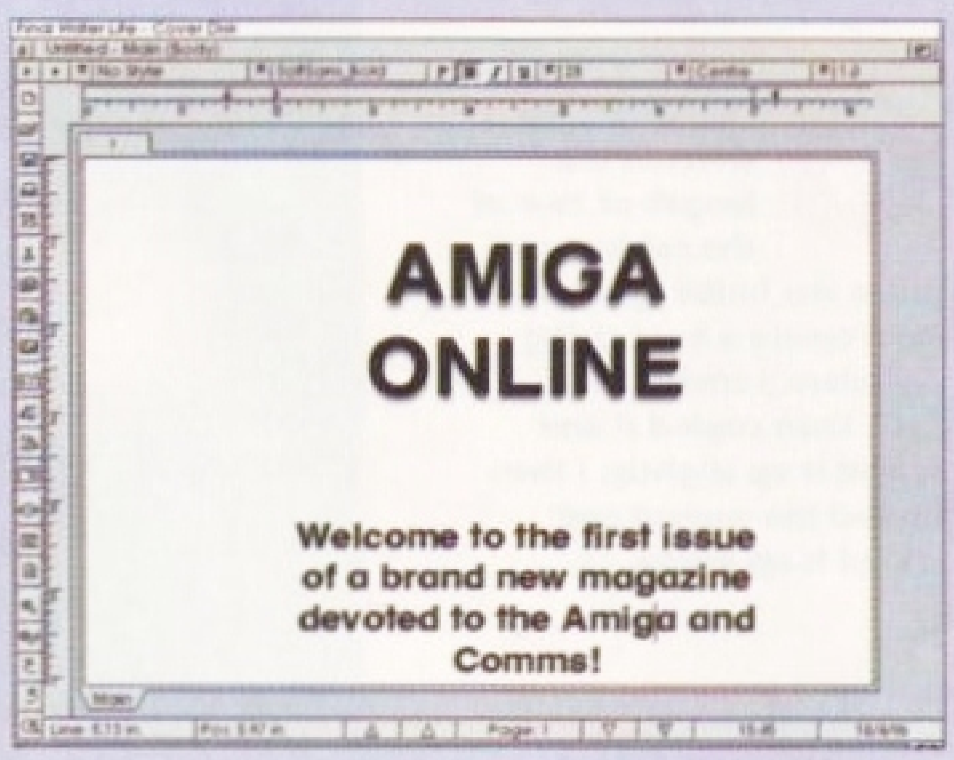
4 Once the image is blurred successfully, use the paint package to lighten it slightly. Again, *Personal Paint* can do this from its Process menu.



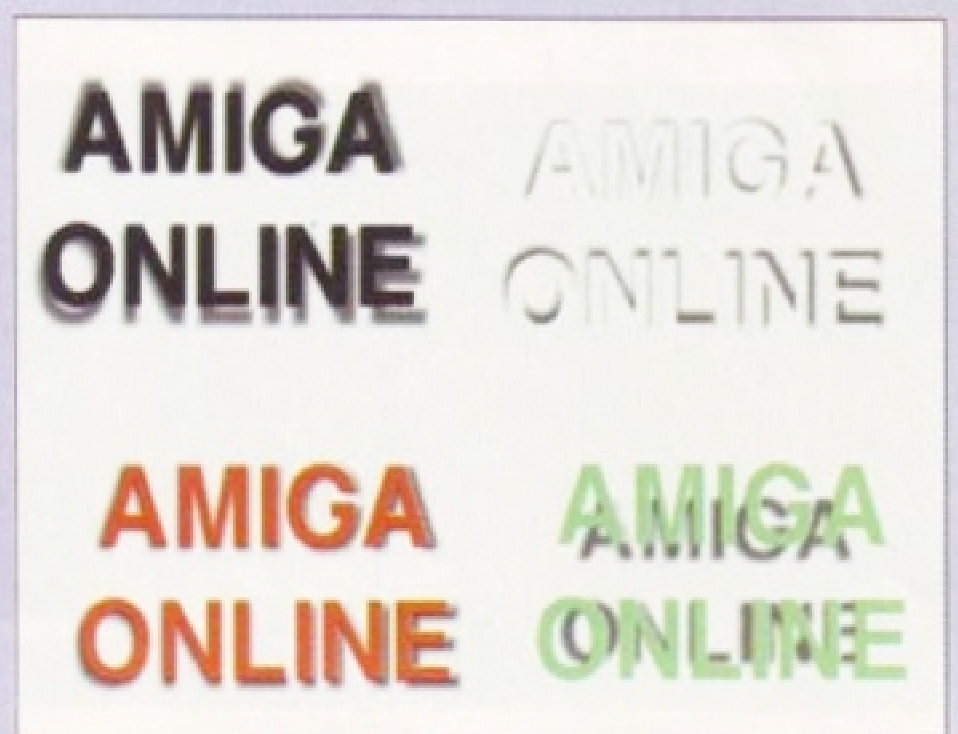
5 You should end up with a lighter, fluffier image like this one. Cut out the image as a brush and then save it onto a disk. Remember to keep the background plain white if you can.



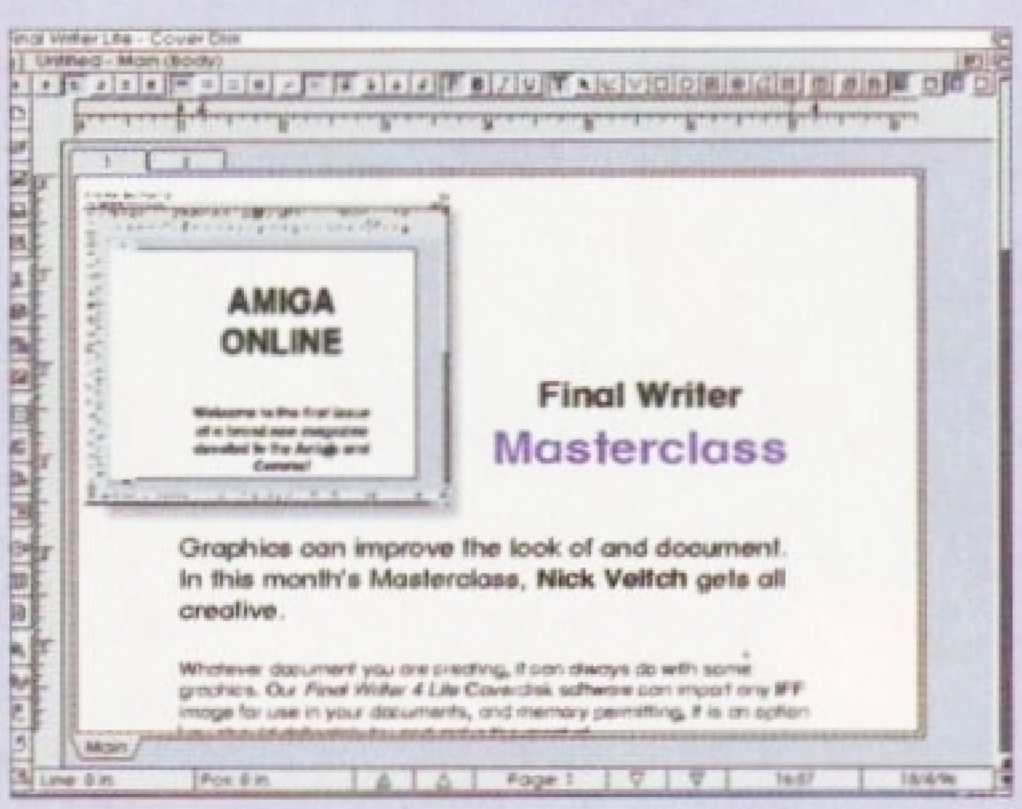
8 Double click on the graphic to bring up the requestor. Set TEXT FLOW to none. This means that the text will appear on top of the shadow graphic.



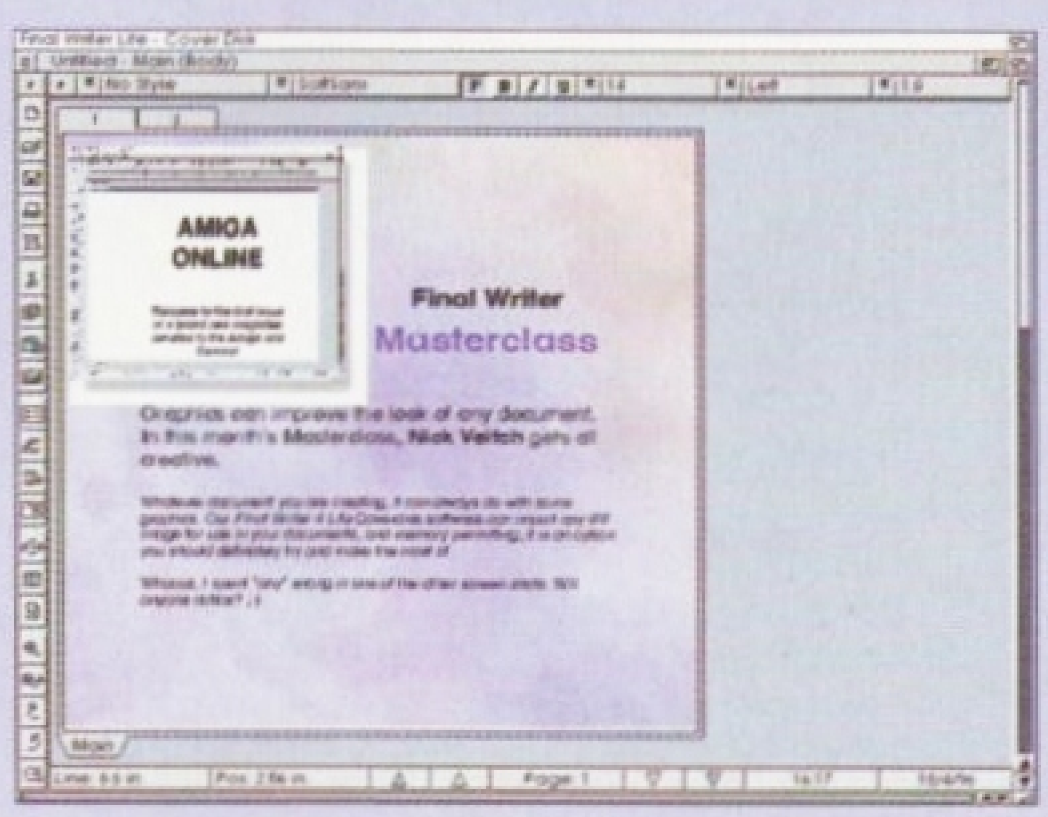
9 Once you have the text on top of the graphic you can do some fine-tuning. Change the size of the text and position it properly for your drop shadow effect.



10 Try some other combinations of text colour and shadow placement: you might be surprised at just how powerful an effect this can be.



2 Now in *Final Writer* load in the shadow image you created. Then load in the screen shot image, and position it on top. With a little stretching you'll soon be able to get the shadow popping out underneath.



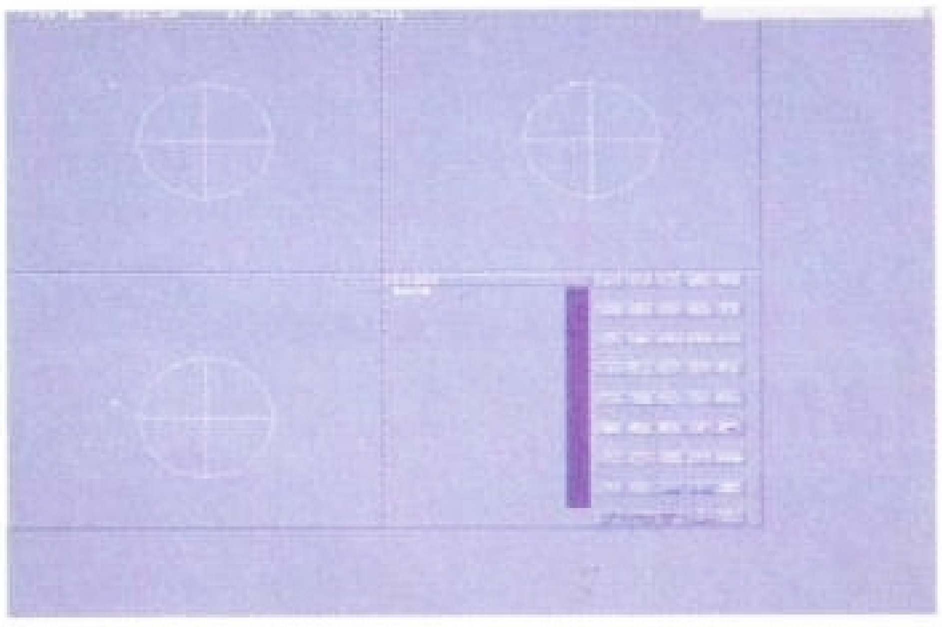
3 When you start to play with the background texture, the shadow effect doesn't work so well. You can get around it with clever use of transparent colours (see last month's masterclass for details on transparency) but it is rarely worth the trouble.

Real 3D Tutorial

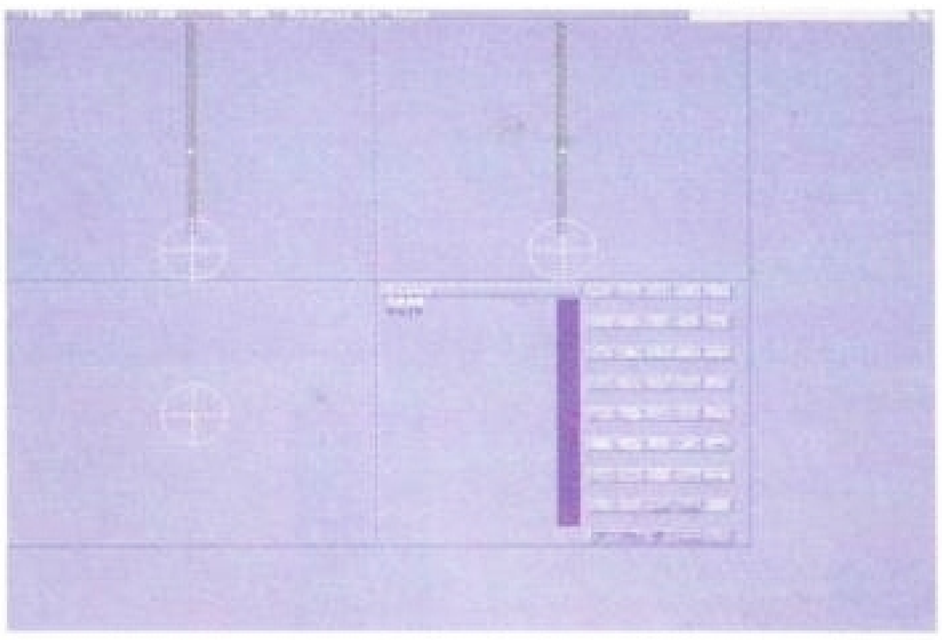
Making a ceiling lamp

Let's start off with something simple like a ceiling lamp. Lamps are usually easy to create, so feel free to let your own imagination run wild. We'll begin with a basic design. This idea was pinched from my mother's living room.

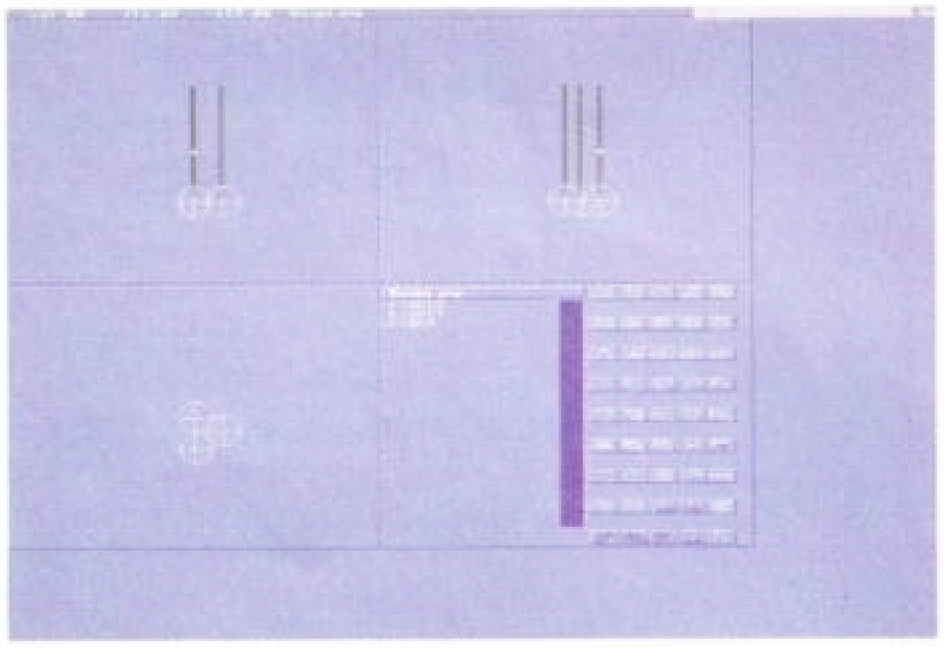
PROJECT 1



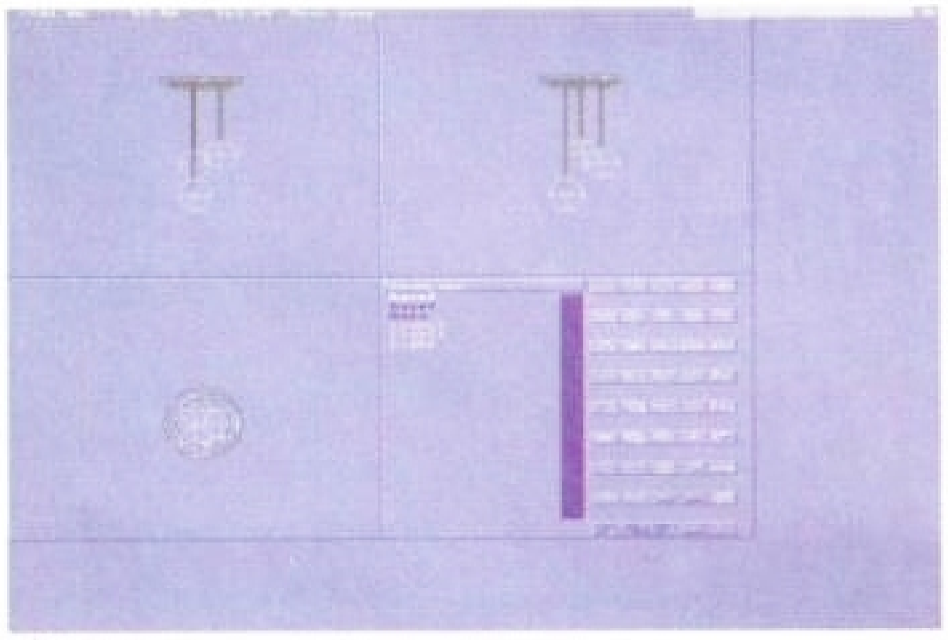
1 Create a white sphere. Remember to use the colour requestor from the Colour menu. If there aren't enough colours, use the Projects/Screen menu to up the number of screen colours.



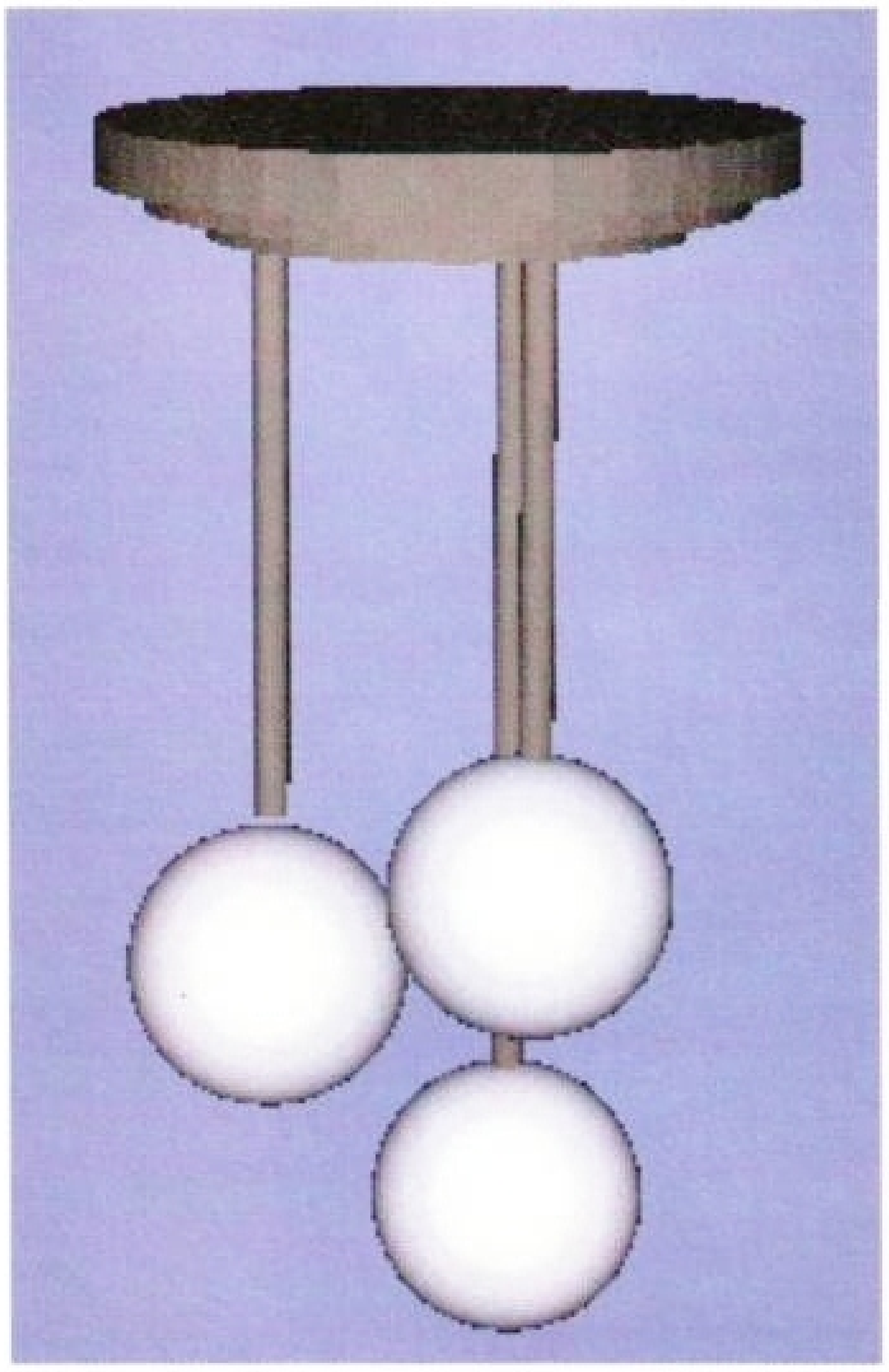
2 Create a cable from the bulb to the ceiling. Make this a thin cylinder, and make it dark in colour. Use the cylinder tool, and then stretch it out to make it very thin.



3 Make two more copies of the light, using "c" for Copy. Make sure you move up to the top level of the entire Light object, rather than the level of the bulb or lead to make sure you copy the entire object. Move the lights to space them out.



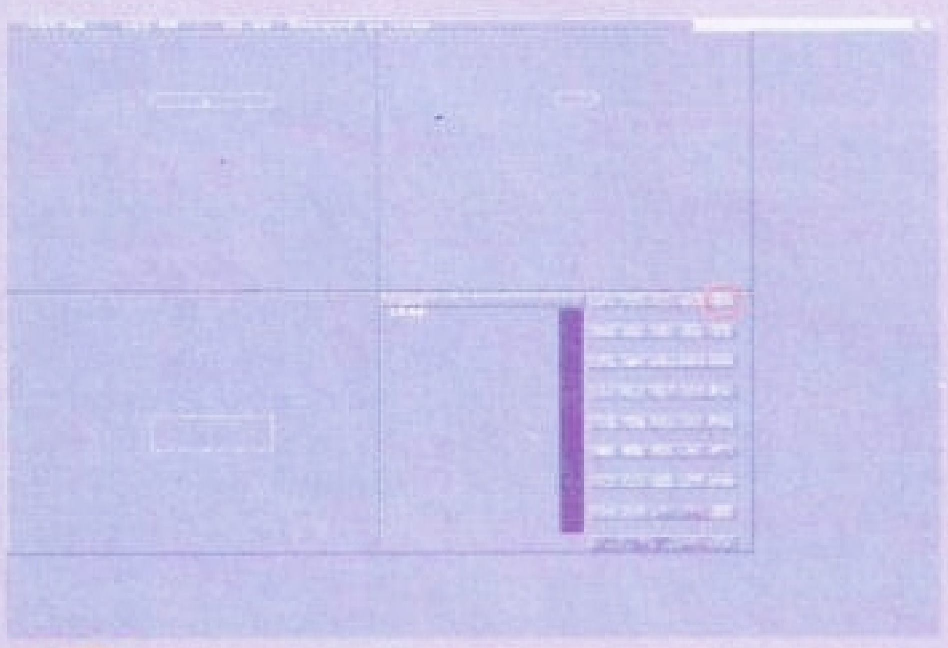
4 Use stretch to shorten the length of two of the cables, and move the bulbs up to fit. Now create a base using cylinders. I created the first, then copied it and scaled it up slightly. I then copied the second and scaled it up again.

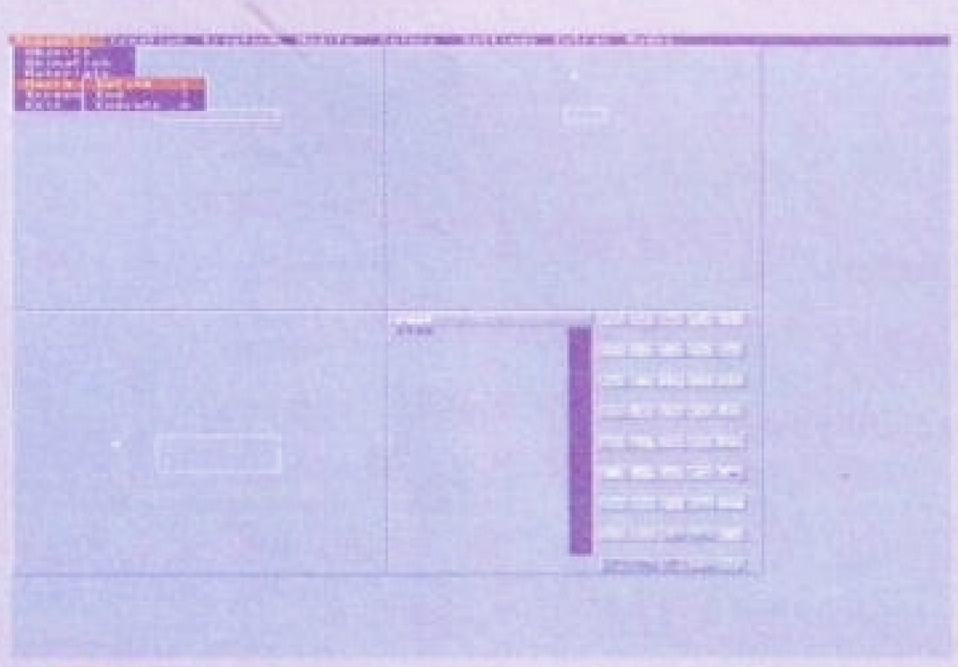


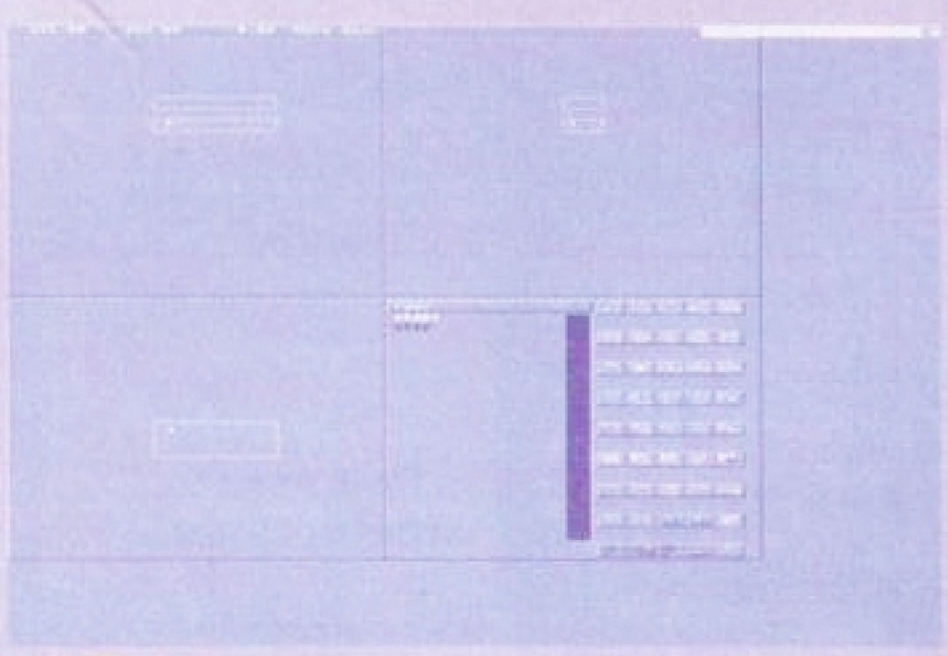
5 Now save the root object, which contains all the lights and the base, as one object. You can then load this into another scene when you need a fancy living room lamp like my mother's.

PROJECT 2

Making a spiral staircase







1 First we need to define one of the steps which will make up our staircase. You may want to spend a long time creating the perfect cast-iron look, but for now we'll use a simple rectangle. Use the rectangle gadget, and then stretch the shape to look something like this. Rename the object "step".

2 To make a staircase, we shall duplicate the step and then move it downwards and rotate it slightly. Let's create a Macro to do this for us. Make sure the Step object has been selected. Next go to the Projects menu, and select Macro and Define. This will start the Macro definition.

3 Now we need to perform the action which is to be repeated by the Macro. First of all, select Copy (press "c") to duplicate the step. Then use Move (press "m") to re-position the copy of the step slightly further down the screen.

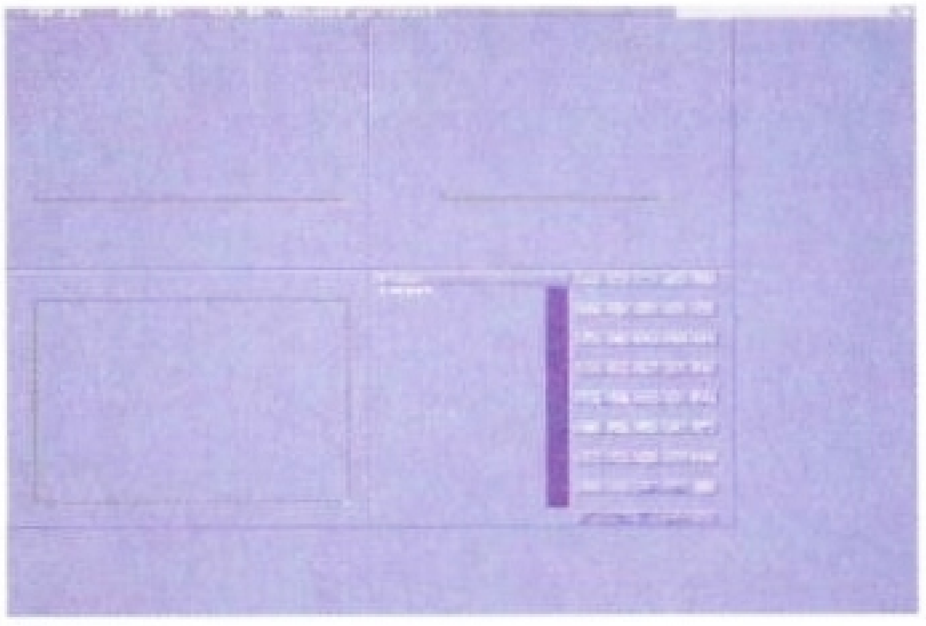
part 9

Ever wanted to be an interior designer? With *Real 3D* creating an entire house is easy. This month John Kennedy shows you how to make a photo-realistic model of your own home.

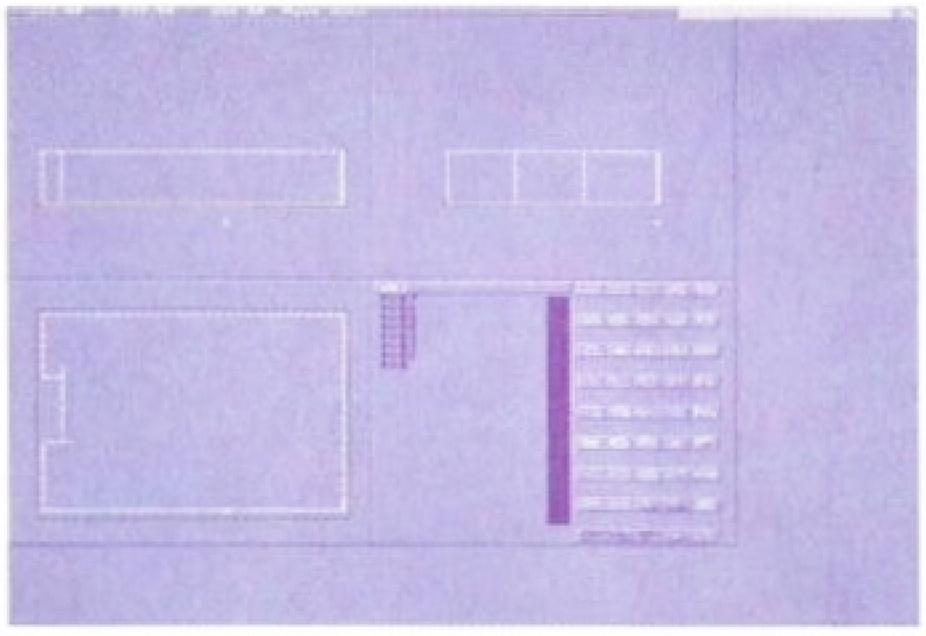
Creating a Room

PROJECT 3

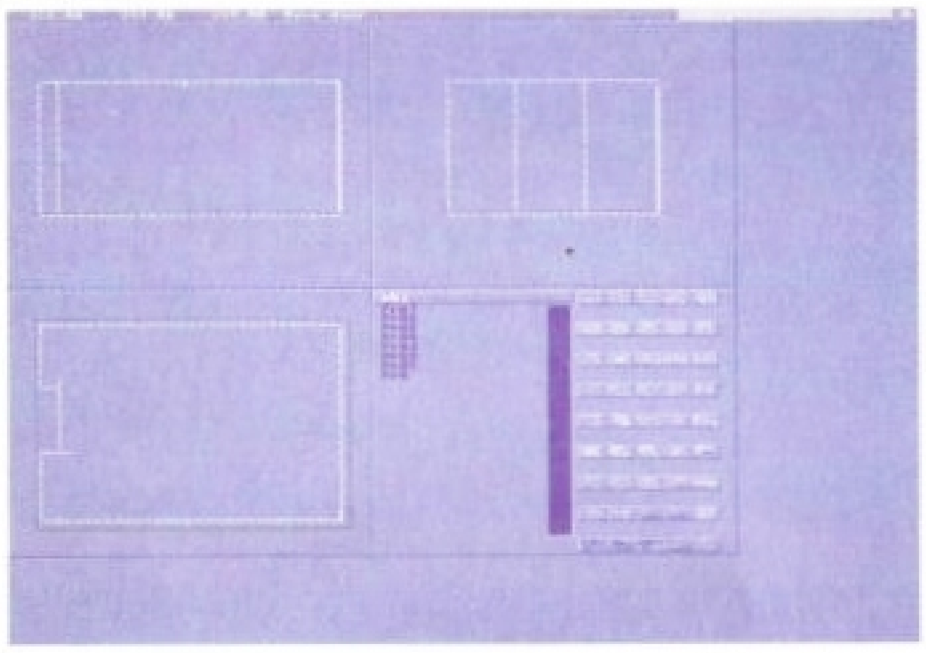
Now that we have some furniture, we can turn our attention to creating a room to place it all in. This is a remarkably easy thing to do, as a simple room normally consists of four walls, a floor and a ceiling. However, we'll create a room that looks a little more interesting.



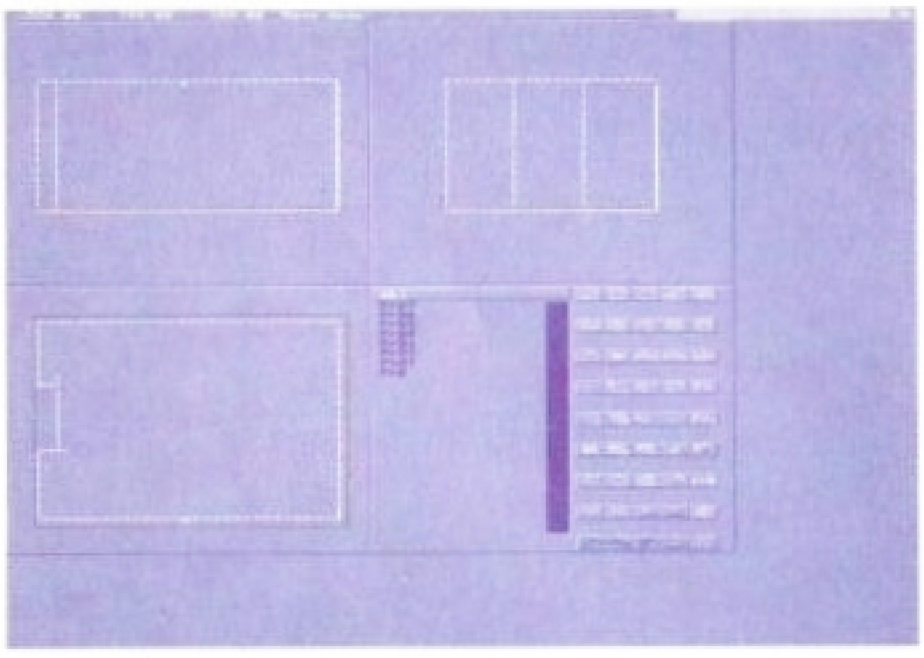
1 Create the floor. At the moment, the floor is nothing more than a simple, dark coloured rectangle. The floor will extend beyond the walls of this particular room as you will see.



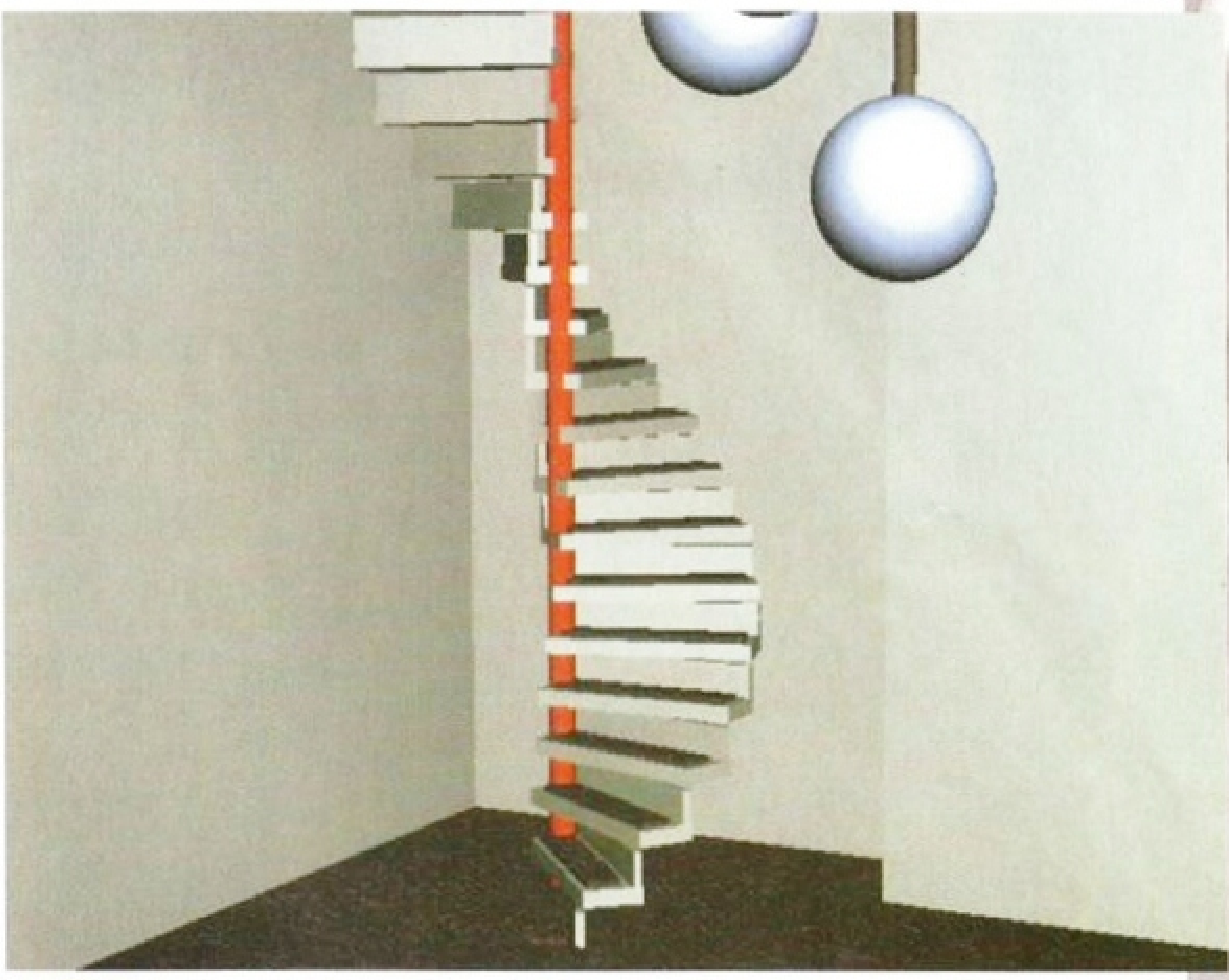
2 Now create the walls. Use the Creation /Tools/Fence menu option to draw an outline of the walls. Imagine you are tracing out the plan of the room. Don't worry that the walls are paper thin, as the virtual neighbours are very quiet.



3 You will have to stretch the walls in height to a reasonable level, and position them properly on the floor. Let the walls pass right through the floor rather than risk a crack showing.

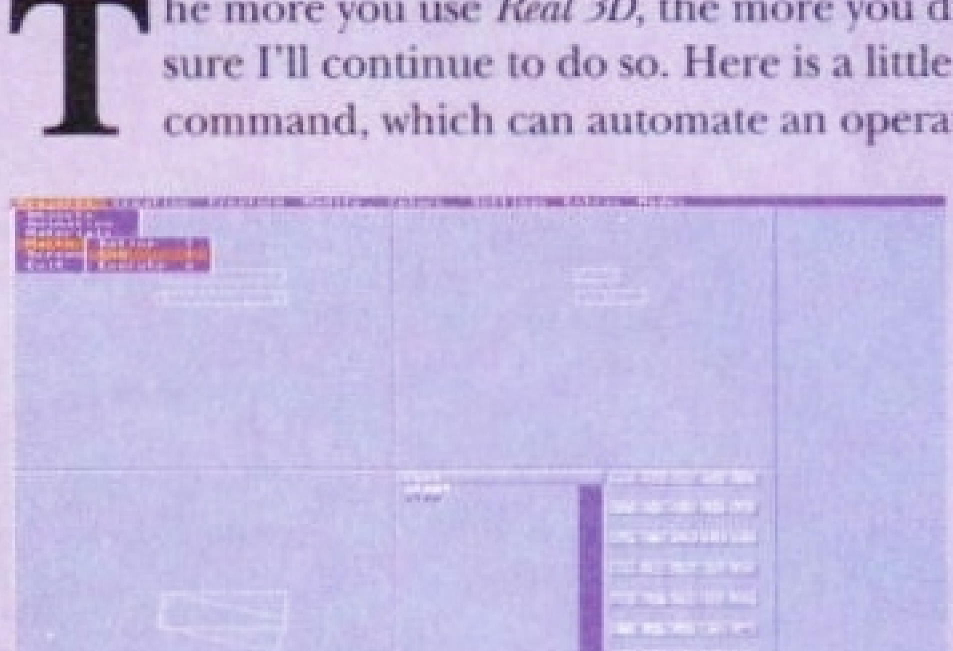


4 Create a ceiling to go on the top. Again, allow the walls to pass through it rather than risk cracks showing. You can now load your ceiling lamp and staircase and position them in the room too.

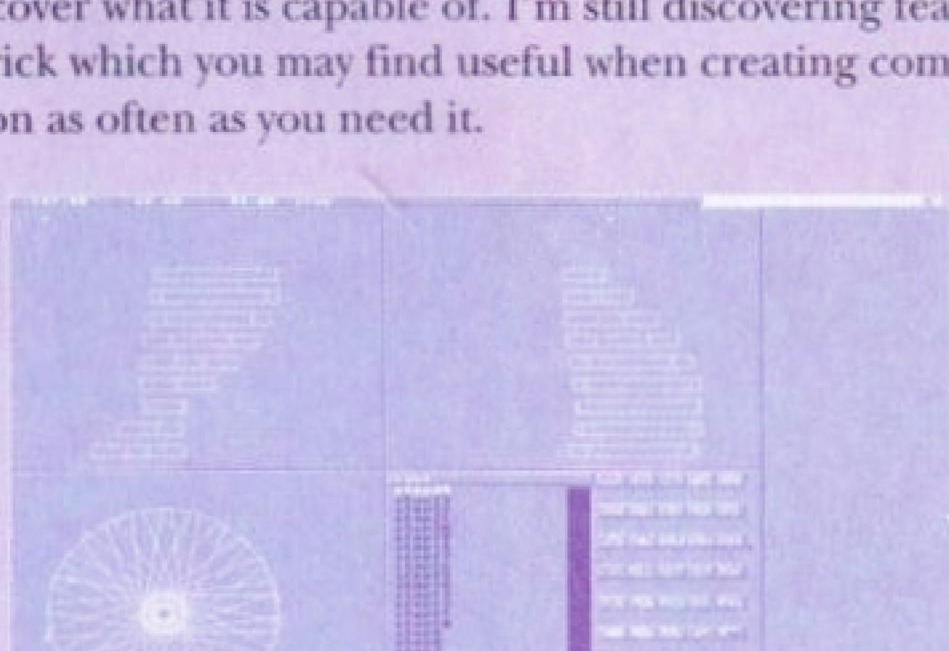


5 Add an aimpoint and an observer to your room. Next month we'll pay a return visit to textures to see how we can convert this rather bland room into something with a great deal more detail.

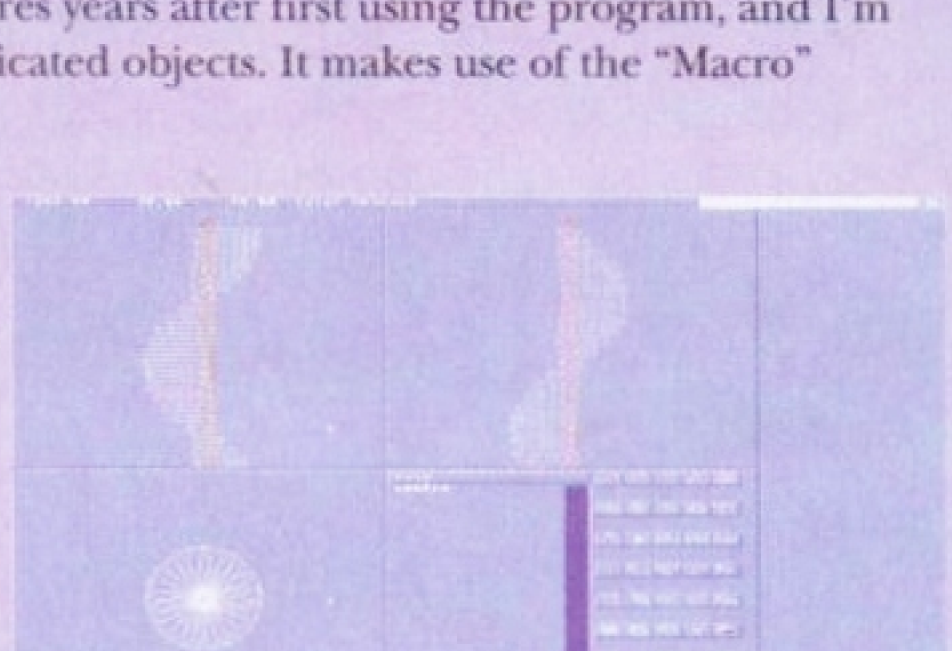
The more you use *Real 3D*, the more you discover what it is capable of. I'm still discovering features years after first using the program, and I'm sure I'll continue to do so. Here is a little trick which you may find useful when creating complicated objects. It makes use of the "Macro" command, which can automate an operation as often as you need it.



4 Now rotate the object around one end. Use the "a" key, and spin the step slightly: about 15 degrees.
When you have done this, return to the Project/Macro menu and select "End Define." Our Macro will have been programmed.



5 You will see the second step has vanished: it only existed as part of the Macro definition. Now make sure Step is selected, and call the Macro by pressing "e". You will see the Step is re-created, rotated and positioned downwards. Continue pressing "e" to create more and more steps until you have a complete circle.



6 Create a new root as necessary, and then define a central pole to fit through all the steps. Then save this object, as you never know when it might come in handy!

Next month in

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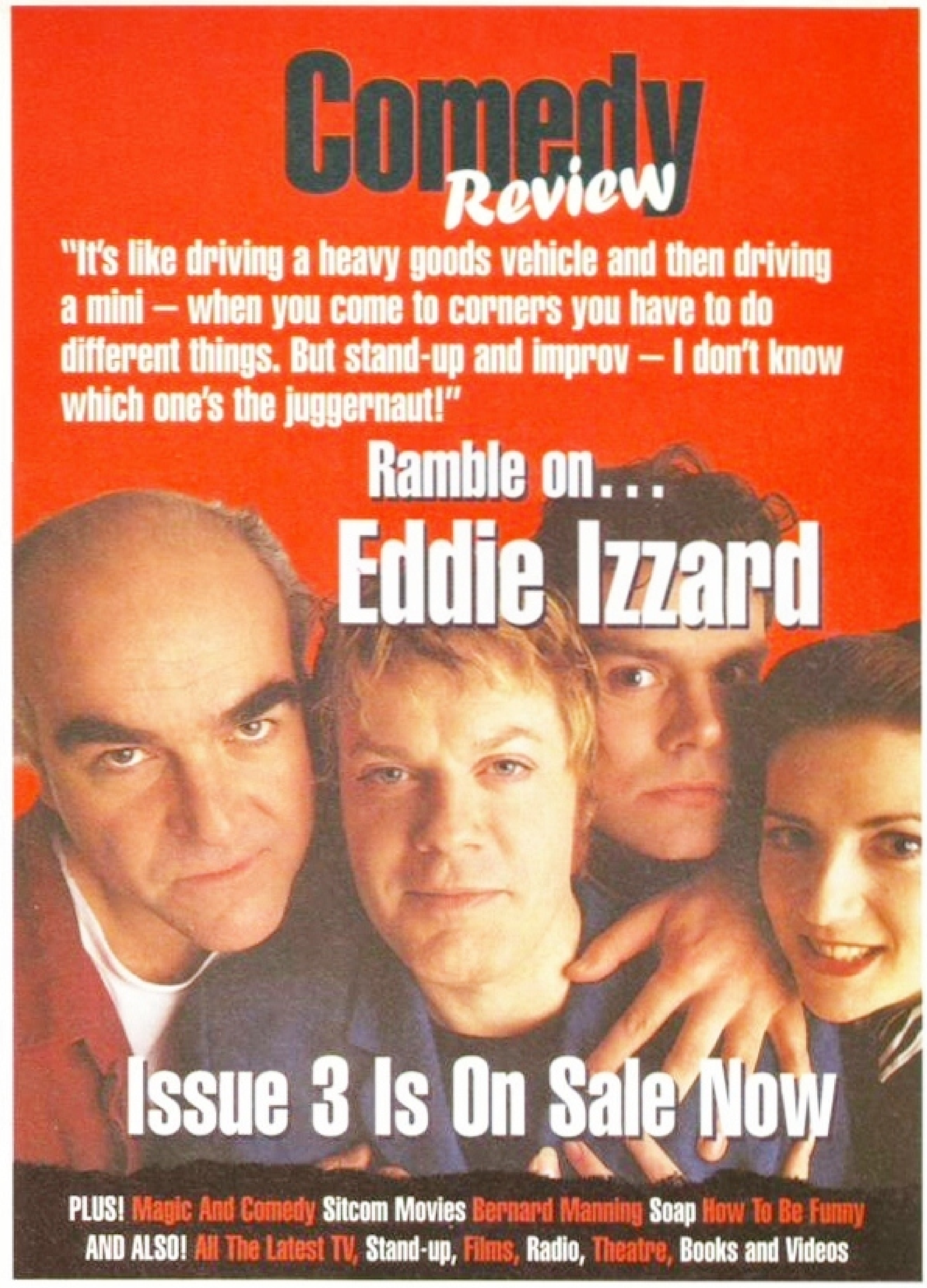
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May Issue on sale 25 April







MailBag

Send your letters to: Letters To The Editor,
Amiga Format, 30 Monmouth Street, Bath, Avon BA1 2BW.

AMERICAN DREAM

This is just a quick letter to send my appreciation to Acid Software and the *Blitz Basic 2* offer that I took up. Due to my work I will be sent overseas in the next few days, so I phoned them and asked what the turnaround was like for mailing out the software. A very helpful young lady took my details and assured me that it would be sent out that day. That is what I call customer care, if only more software houses did the same.

I purchased my first Amiga in college in 1988. I remembered seeing a friend on my floor with an A500 playing *TV Sports Football*. It was love at first sight. (Me and the Amiga that is). I rushed home and purchased my A500 in a local store in Chicago, USA. I used my machine for games and back then, the Amiga had the best games. I was so satisfied with the A500 that I did not upgrade to my A1200 '30/42MHz, 65 Mb internal hard drive, until Feb 1995. It was the best choice I ever made. I am 28 years old now and still like to play games. I have considered buying a Sony PlayStation but my heart belongs to a little old computer named the AMIGA.

Darius Potts
disco@disco.xroads.com

P.S. Do us Americans ever win any of your competitions?

I'm glad to hear that you've had lots of fun and enjoyment from your Amiga, and I hope you continue to do so. It is nice that you have invested in the machine, because I'm sure you find your expanded A1200 much more productive than your older machine.

Sometimes we allow Americans to win our competitions, but only if they really deserve it, and are sorry about all that tea.

Letter of the Month

SOMEONE PINCHED ME STAR LETTER

Just got *AF* Feb 96, started reading the letters page, star letter, was very surprised to see it was my letter. WHO THE HELL IS ROBIN WHITE?!! I sent you that letter, word for word, my smile turned from up to down when I got to the end and found out you had put someone else's name to my letter. I hope you have not sent him a prize. I know it is difficult for me to prove, but come and see my Amiga, *Worms* and *Shadow Fighter* are on my hard drive!!

How come you credited his name to the letter and not mine?? Even my brother can vouch for it, he thought it was my letter when he first started reading it, then asked if I'd changed my name without telling him!!!

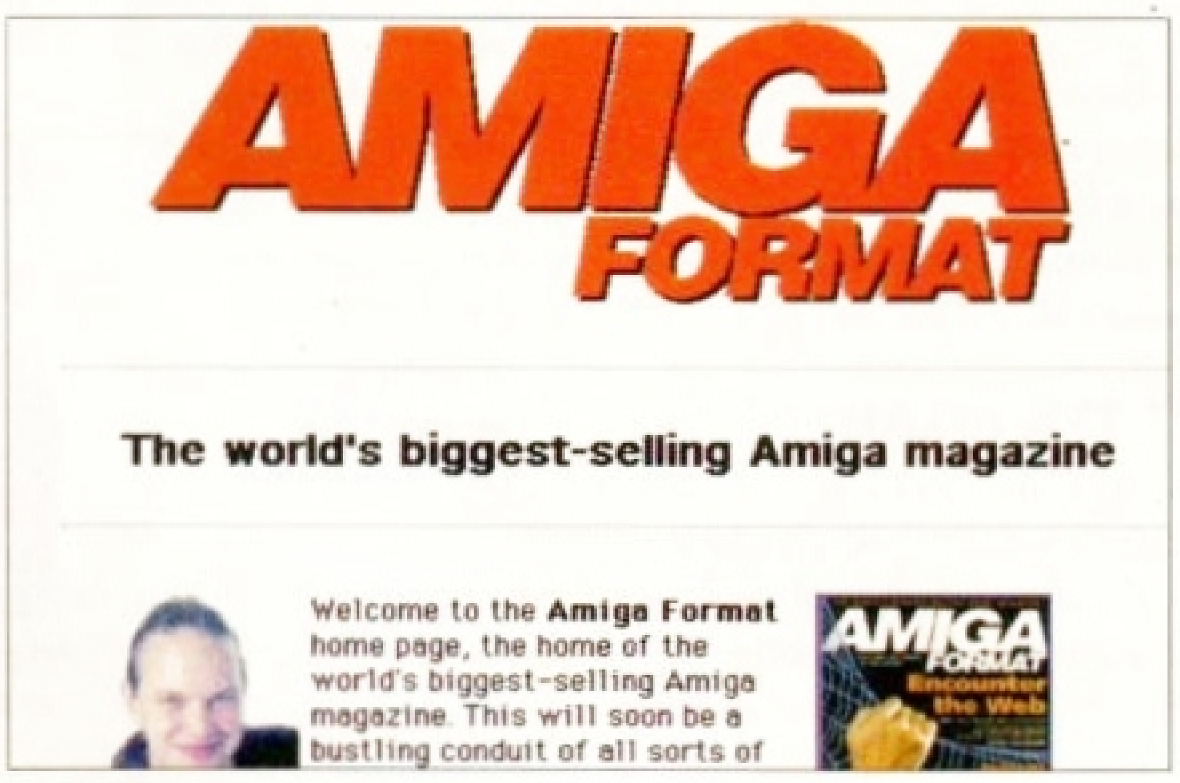
Julian Smith

Oerrr... I'm jolly sorry. It is probably our fault. It can be very confusing typing in the letters for publication, (especially the ones with terrible handwriting) and, in spite of the wonderful letters we get, it is a rather tedious job.

I suspect your letter was wrongly accredited to whoever was next in the file. I assure you a full scale enquiry will take place, and no stone will be left unturned, nor body cavity left unsearched until I discover the truth. In the meantime, please accept a tremendous AF sweatshirt.

FUTURENET FINE

Ooops! I've just seen my letter in this month's *AF*(81). It seems like ages ago when I sat at my keyboard, very pi**ed off, to rant and rave about my problems accessing Futurenet and having seen it in print I just wanted to say that I'm not the Victor Meldrew I appear to be.



Look out for some dramatic changes coming to a Futurenet near you soon...

Thankfully,the problem I was having was sorted out with the help of #amiga and various newsgroups. The version of *Amosaic* I'm using is fine, the problem was, that when I first accessed the registration page, I bookmarked it before it crashed.

Each time I attempted registration after that I used the bookmarked address I had saved earlier, which for some reason repeatedly crashed. The glaringly obvious answer was to open a new URL window and re-enter the Futurenet address from here, rather than the troublesome bookmarked one.

I am now (and have been for a while) happily registered with Futurenet and although I'm not sure what caused this little incident, at the time it drove me mad, hence my ranting email.

Thanks for taking the trouble to highlight my plight although I hope not to become *AF*'s resident Mr Angry. Keep up the sterling work.

Dean Penn

Glad to hear that you got everything sorted out. It is worth checking out the Amiga Format *pages on Futurenet, because they are currently undergoing a major overhaul.*



Most of you loved it and a few of you hated it. Still you can't please them all.

DISK DOWNER

What's happened to the Coverdisks? Not so long ago the first thing I'd do when my subscription arrived would be to try the disks. Not any more. Whilst the "full program" approach is useful (sometimes...), I for one much preferred the utility disks, with "something for everyone".

The *Zeewolf 2* Coverdisk on issue 81 was the first disk I've actually taken out of the wrapper in about five months (except for the sub's disks which are great). As for *Blitz Basic*, I think we've had enough programming languages recently...

Peter Kirby
timjenner@aworld.demon.co.uk

Continued overleaf ➡

JUST BROWSING

Three cautious cheers for Amiga Technologies and the A1200 Internet bundle (*AF* January 1996) It's certainly high time someone did something serious about making the Internet more accessible for Amiga users, and let's hope the bundle will include a decent Web browser. Software houses and individual developers who have bravely stuck with the Amiga through thick and thin have produced reliable, full-featured software for almost all areas over the last couple of years, but html viewers remain an exception.

I want a good browser on the Amiga for two reasons – so that I can look at what other people have put on the Net the way they intended it to be seen, and so that I can develop and check my own pages for them to see. At the moment, I'm left feeling like a hitch-hiker on the information highway, duly grateful to my boss for giving me a ride on Netscape via ISDN. If Netscape, like Compuserve before them, can't be bothered to produce Amiga versions of their de facto standard applications, here's hoping Amiga Technologies can take up the challenge.

Niels Grundtvig Nielsen



A rather bizarre box design, but it's what's inside that counts. The Web software is rather excellent.

Well, there are other developers interested in the Amiga too. The P'Jami project to write a Hot Java browser for the Amiga is still ongoing, and HiSoft are also going to produce an internet bundle including the IBrowse software.

Well, I really can't understand why you would begrudge us the Blitz *disk – it was genuinely new, useful and eagerly awaited by a great many people. I can't understand what you mean by you've had enough programming languages – I mean, yes, one a year is really excessive isn't it?*

Anyway, I suggest you look out for the CD edition of Amiga Format *in future, as I'm sure even you couldn't find fault with everything on there…*

HURRAH FOR BLITZ

Oh well, better late than never! I have to thank you for putting *Blitz Basic* on your latest Coverdisk and especially for the bargain offer inside. I've been looking for a copy of *Blitz* for a while now but there are not many people who stock it. Now though, thanks to your greatness, I can have a copy for under £25! One thing though, even though I am going to make use of the offer and get the full package along with the manual I think I'd still like to get a separate book dealing with *Blitz* as they always seem to tell you a little more than the manual. Can you recommend any, as I haven't seen one around?

Colin Gray

See, I knew someone would be pleased. Unfortunately there isn't, to the best of my knowledge, a separate book which covers Blitz *in detail. If someone has seen one, please write and let us know.*

NOT TFX AGAIN

I read with interest your magazines stance on not reviewing software until it's in its finished state. I agree entirely, but on a number of occasions *AF* has referred to *TFX* (the name now makes me cringe!) as if it were released. This is not the case, and sadly may never be. Although not completely your fault, a little homework before making such claims would be appreciated.

The worst offender has to be *Amiga Action*. The issue which was on sale at the time of the World of Amiga show contained a very misleading review of *Subwar2050* CD³²/1200. The review even went into details of how beautiful the texture maps and shading were, and that considering the performance of the CD³², the update was astounding.



This is the last time you will probably ever see a picture of *TFX* in *Amiga Format*. Call Ocean, not us.

Understandably, I was very excited about this, and convinced some of my friends that a copy of *Subwar2050*, on the strength of the review, was an essential purchase.

To my delight, the game was on show at the WOA, but it was very different to the game in the magazine, and disappointingly slow. So, I took it upon myself to pay a visit to the *Amiga Action* stand, were I found the reviewer!! I challenged him about his review, and he stood by it, so I invited him to follow me to where the game was being displayed. His face fell.

He said "This is 'not' the game I reviewed". That was obvious so I quizzed him as to whether the machine he reviewed the game on was a CD³², and he said "yes". He went on to say that this must be a pre-release version, and that they were not doing themselves any favours by showing this. History shows that this was indeed the final release.

I was pleased to read Steve's article on accelerators, as this is a pet subject of mine. It is so important to realise that a standard A1200 just isn't enough anymore. I upgraded/sold my 1200 (with accelerator) for a 4000 (well OK, over doing it a little, but it was a bargain!). A 50mhz '030 (bare) with 4mb (from Special Reserve) is about £305. So, for the

The Gallery

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LOST

By T. Coleman

Modelled on the ship from *Alien Breed* Tower Assault. Lost was created on an A4000/030 with an 060 accelerator. It only took 10 minutes to render!



TALKING SHOP

Following the fact that Escom have spent a small fortune on purchasing Commodore and therefore the Amiga, I was wondering why, when I went to my local Escom shop, I had this conversation.....

Me: Hi, do you stock them wonderful, better than PC anyday, doesn't need 16 Mb of RAM to run PacMan, Amiga's here ?

Assistant: Why no, this be one of them there Business Computer shops.

Me: Why, you are not saying that Amiga's cannot do any business applications that a PC can, are you?

Assistant: Why yes. That's exactly what I'm saying.

Surely Escom would benefit from selling the Amiga's in their own shops at reduced prices to the over-expensive Amiga 1200 in other shops, by cutting off the shop cut of the £400 price.

Russell Lewis

Now I'm a little confused. So far everyone seems to have said that the Amiga will be sold in the Escom High Street stores, yet the luuurvely manager of my local Escom store is absolutely adamant that they will not EVER be selling Amigas, and that the entire computing press has got it wrong. So who shall have the last laugh? Are Escom actually to sell Amigas or not? And when can I finally see them being sold in shops? Someone had better get them in soon, because even Team 17 seem set to jump ship due to poor sales forecasts... so lets show them that they're wrong.

Kevin Rochowski

It seems odd that so many people are still having trouble with their Escom stores. Most Escom stores do stock the Amiga bundle, but as many of you have pointed out, the sales staff are rather reluctant to actually draw attention to them. If you are having trouble getting hold of the Amiga magic bundle through an Escom store, I suggest you write, including the name of the store and store manager, to John Smith at Amiga Technologies, Hunting Business Aviation Buildings, 1st Avenue, Stanstead, Essex, CM24 1QQ. Tel: 01279 680617.

price of a PSX, you get a fab Amiga instead! Now what would you rather have?

Anthony Jarvis
via email

Right. Ok. For the very last time. TFX *was a completed game, and even is a completed game. Just because Ocean have still not decided whether to actually sell it doesn't alter that. Basically, if we waited until games were in the shops before we reviewed them, the review itself wouldn't be in the magazine until four or six weeks later.*

As it usually takes some time for finished products to get into distribution, games companies usually supply finished review copies at this stage, meaning the review and the game come out at roughly the same time.

What happened with TFX is that, apparently just before they decided to release it, they hoped to get it into the Amiga Magic pack. Then, when they finally lost out on that deal, they became unsure as to whether they should release it at all. If you want to get hold of it, why don't you write to Ocean suggesting they should change their minds? It is not a question of us not having done our homework, or reviewing an unfinished game at all. I am no longer prepared to waste my time and space in the magazine answering the same question over and over again, so in future....

I'm glad you enjoyed our accelerator feature. A better base level for the Amiga means more software development, which is a good thing.

SUB WAR 1996

I have noticed in the last two issues of *Amiga Format* that there has been a special offer for new subscribers. I find this a little disappointing since I am a subscriber who renews annually and have done so recently without a special offer. I understand you are trying to attract more subscribers with an offer like this but it will also have a negative effect because in future, instead of renewing I shall be tempted to let my membership lapse and then take out a new subscription when a special offer is made. This could result in you losing some business because there will be a gap between my membership ending and when I take out a new subscription.

One way round this is to make the offer available to members who renew. I note that the special offer is doubled if a two year subscription is taken out. I would like to know if I extend my subscription, for a further 12 months, whether I will qualify for the special offer? And if so, if I extend my subscription to *Amiga Shopper*, to which I also subscribe, can I qualify for the double offer?

Mr F Coward
Burnley

Thanks for your query. I can understand how some people get upset, but it is really a sad fact of life that sometimes you will miss out on special offers and what have you. I remember very well a certain John Kennedy spending a huge amount of money on a ZX-81 just one week before the Spectrum was launched. We try to make things as fair as possible though, and if it makes you feel any better, you got your subscription just before the price went up. I asked our resident subs person, Gill Stevenson, about the re-subscription problem and she says:

"There is no problem with subscribers using the form in the mag to renew or extend their sub (there's a line on the form that asks for a subscriber number) we'd much rather that than them cancelling or letting their subscription lapse and taking out a new subscription. This offer applies to AF *only though, and can't be used on* AS *or* AP*."*

So there you go.

UNFRIENDLY ALIENS

I.M. Le Couteur Bisson (*AF* January 1996) – here is the solution to your troubles with the *UFO* bug. You were advised to buy more fast RAM, well that's always good advice, but unfortunately it won't get rid of the *UFO* bug (I have 8Mb of fast RAM in my dear A1200).

Well, me and a friend have exactly the same problem as you have – disk two has read/write errors and some graphics files crash the game. There's no way around the *UFOpaedia* bug (that I know of), but we solved the battle section bug in this way:

The bug occurs when the game is showing a Reaper beast move, so when you come to terror site where Reapers exist (only in cities as far as I know), save the game often (using the ? icon). As soon as your soldiers spot a Reaper, try killing it as soon as possible (make those soldiers that are far away from it throw grenades too).

Continued overleaf ➡



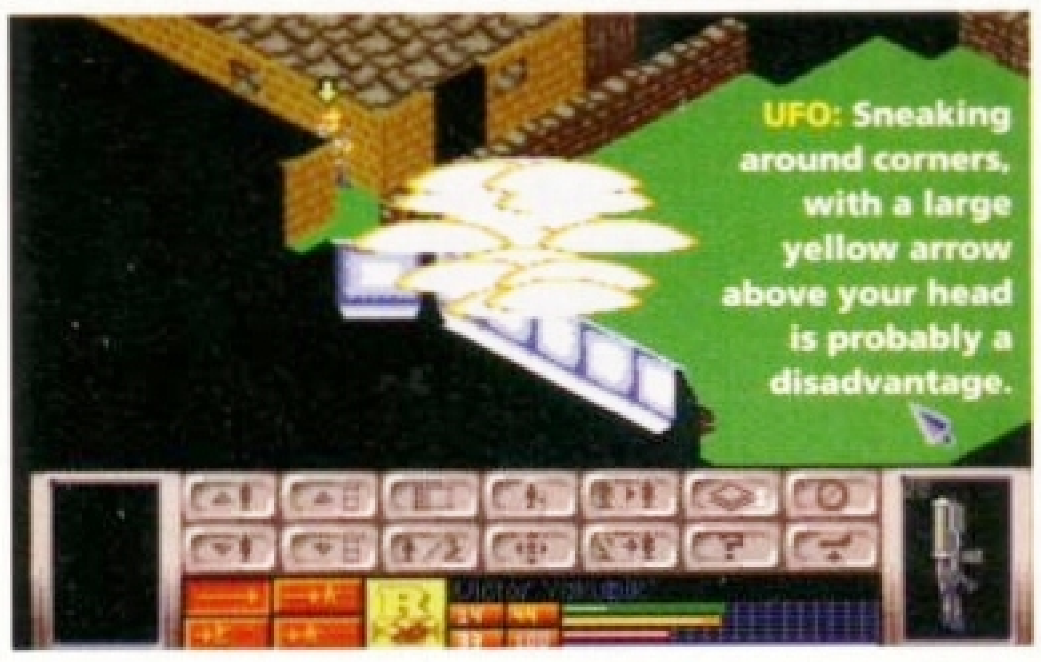
CARTOON *By Grant Cochrane*
Grant used *DPaint IV* to produce these freehand, 256 colour characters.



STUDENTS MORNING *By Carl Barton*
This familiar scene took about an hour and a half to produce using *DPaint III*



REFLEXIONS *By Neil Vonk*
Another impressive image created using *DPaint IV*



UFO: Sneaking around corners, with a large yellow arrow above your head is probably a disadvantage.

⬅ If you don't manage to shoot the Reaper dead, make all the soldiers that are close to it turn their backs on it (and preferably move away from it!). Then no soldier will see it = the graphic isn't displayed = the game won't crash!

Amiga users all over the world – may the force be with you – never convert to the dark side!

Andreas Reutersward
The Kingdom of Sweden

Thanks for the tip. I have to say that I have never suffered from this particular bug, either on the A500 version or the A1200 version. Hmmm...

WHAT A CARD

If I make Klondike card sets with pictures taken from any CD from a PD library am I breaking any copyright laws? At the time of writing this letter to you I have over 100 card sets that I have made. Also, how do I get a PD library to put them onto their lists? I have just finished making 21 card sets with the pictures taken from the *World Vista CD* that I got with the 10 on 10 pack (and out of all the card sets only two cards are the same) but if I am breaking copyright laws I will not pass them on. If I am OK and a PD library would like them, then please can they get in touch with me and I will send them a copy of all that I have done. I have given my address so that people can write to me. I was thinking of asking for 50p plus p&p per card set.

Mr M Pearson
7 Muschamp Tre
Warsop
Mansfield
Notts
NG20 0NL

You would have to check with the copyright holder of the original work, to be on the safe side. I would write to Almathera (you will find their address on the back of the pack) and ask them. Usually people will only get upset if your use of their material would interfere with their business, but it is only polite to ask, because they would be within their rights to sue.

FINAL WORD

I hate starting things on a bad note so... Totally brilliant magazine, keep up the good work even though it has shrunk a bit, saves on trees and all that. However, can we please have more utilities for hard drive users and maybe some more full PD games.

Now the bad bits. Firstly, what happened to the FULLY WORKING VERSION of *Final Writer*? There's no spellchecker or thesaurus so it isn't fully working is it? OK, you do say in the magazine that there was no room on the Coverdisk for these with the Amiga only using 880k disks, that is understandable but you should still not have said "Fully Working".

Secondly, I no longer feel that it is a case of fishing out the bad apples in Escom's sales staff, more a case of composting the whole lot and starting again with people who appreciate that there are other machines available. The Amiga still has a very important place in the computer workplace not just sat on the top of somebody's TV decoding cable transmissions.

C.S Atkin
Lincolnshire

It is fully working. What bit of it doesn't work then? It is a fully working version of the software. Unfortunately it is hard to express in a few words on the front cover exactly what all the features of a program as complicated as this are, so if it is really that important to you, I suggest you read the disk pages inside the magazine. I don't think that excluding the spellchecker (due to lack of space) means that the disk was useless, or that the offer to receive it and a load of extra fonts at a nominal price is excessive. If I gave you a Jaguar would you bring it back because the cigarette lighter was missing?

FINAL WRITES

I felt I had to write and congratulate you on your recent *Final Writer 4 Lite* offer. I feel, as many other readers must do, that the provision of software deals such as this one can only help the Amiga cause. Anything that encourages the use of the Amiga to a more serious degree can only prolong the life of the platform. I was, at first, a little upset that you didn't mention you could not use the Amiga CG fonts unless you had Workbench 2.1 and above, but on eventually receiving the upgrade I have had no problem in using the many "Type 1 Adobe fonts" available that the package also supports.

I, like many of my friends in the Amiga community, had started to drop my head watching the PC surge in front. At work I use the PC and its lack of character and rigidity make me weep, as does the snobby, uneducated comments of their owners. I feel Amiga Tech. and Escom should blow the Amiga trumpet a bit more. What Escom and the rest of the PC world are going to have to realise eventually is that Amiga users have had the future of home computing in their hands for quite some time now and we are not willing to give it up unless the PC evolves into an Amiga. Hopefully this will occur without the Amiga being swallowed up by some Intel/IBM/Escom backdoor trickery. Anyway a message for all in the industry and elsewhere – we are not going away despite all detraction, we are loyal, battered maybe, but also unbowed and unbeaten.

Geoff Hinks
North Wales

That's more like it. I'm glad that you have found our Coverdisk so useful.



If you missed our excellent Final Writer demo, you can still order AF82 on Page 84

UPGRADE OR DIE

Why is it that in your magazine you assume that your readers can all easily afford to upgrade their A500/+/600 machines to A1200s. Do you think that nobody earns less than a journalist, that we are all in full-time, well paid employment? It certainly sounds as though you do! What about those Amiga users who are unemployed, or in low paid, part-time employment? How are they going to upgrade? I wouldn't be surprised if over 50% of all Amiga owners were unemployed or recently employed and that most of them had second hand A500's with 1Mb of memory, Workbench 1.3, a selection of PD titles and a handful of commercial games. I myself own an A500 and I am in low paid, part-time employment. It would take me at least eight or nine months to save up enough for a brand new A1200. Although personally, I would prefer to spend that money upgrading my A500 to maximum specifications, then use it for non-gaming purposes such as DTP, music, word processing and 3D rendering work rather than buying a basic A1200 and saving up for upgrades, again!!

Sometimes your magazine makes it sound as though most of the readers have hundreds of pounds to spend (more money than sense) on games and other software, but only a small few have that kind of money. Those people who want an A1200 with an accelerator, just for playing games, are wasting their money. If on the other hand they are using it for serious applications like 3D modelling and rendering, then fair enough.

Christopher Hindley
Deeside

The A500 and indeed the A500+ and A600 are very good machines. We do not assume that everyone has thousands of pounds to spare. All we ever do is urge people to expand their machines, or upgrade if they can. We are not ignoring the A500, or excluding it from the magazine. The majority of hardware and software released these days assumes that people have at least Workbench 2, and quite rightly. What is the point of buying a more advanced machine if nobody is going to exploit it's advantages. The reason we urge people to upgrade is because we want you to get the most out of your Amiga, and if you still have an unexpanded, WB 1.3 Amiga, this is getting harder to do.

PLUG TIME

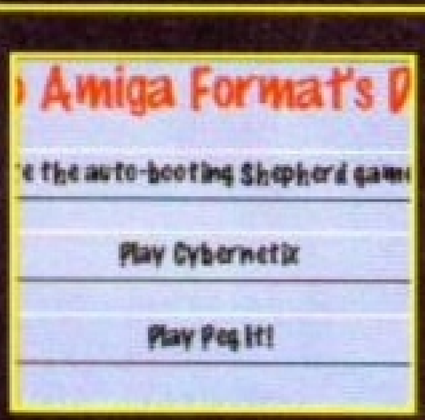
Could you please print this shameless plug for an Amiga BBS. For all you people with a modem (if not, buy one) ring Plymouth's best Amiga BBS on 01752 366939. You will get a free email address, Fidonet address (just ask), 7CD-ROMs on-line, thousands of files, no ratios, 24 hours/7days a week, very friendly and helpful sysop. All speeds of up to 28800. Do your Amiga and you a favour and give us a call now. Say Tony sent you.

Tony Benson
Cornwall

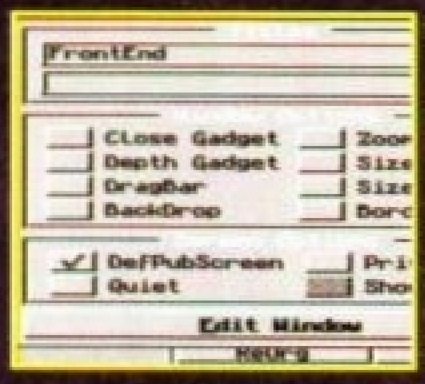
I don't think I could do that at all. Sorry.

COVERDISKS

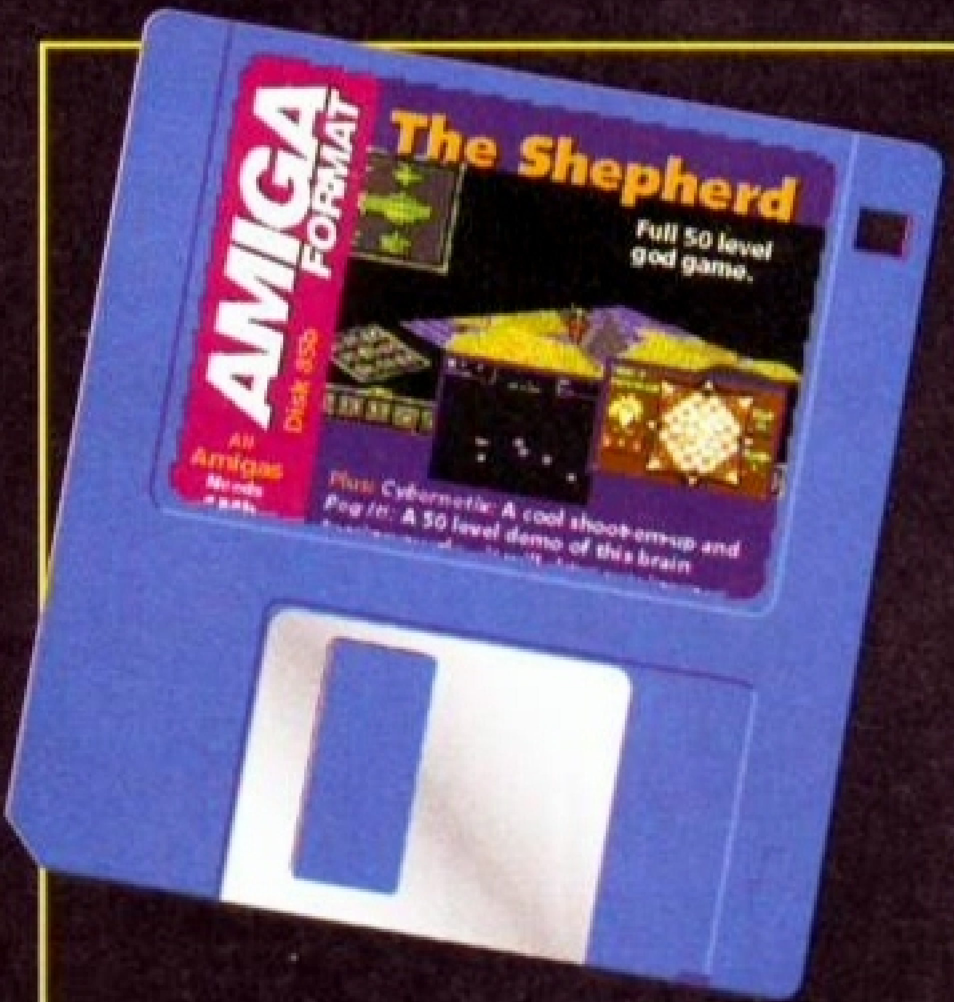






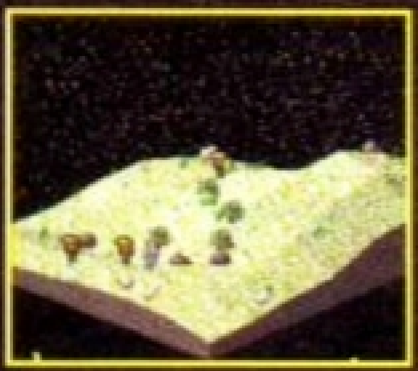


***Nucleus, Dialog Procedures* and much more .....page 108**









***The Shepherd, Peg It* and *Cybernetix* .....page 106**

AMIGA FORMAT YOUR DISC COMPILERS

This month sees the very first *Amiga Format* CD edition. We won't say it has been easy, but at the end of the day we hope you like it. If you have any suggestions or contributions, please let us know!

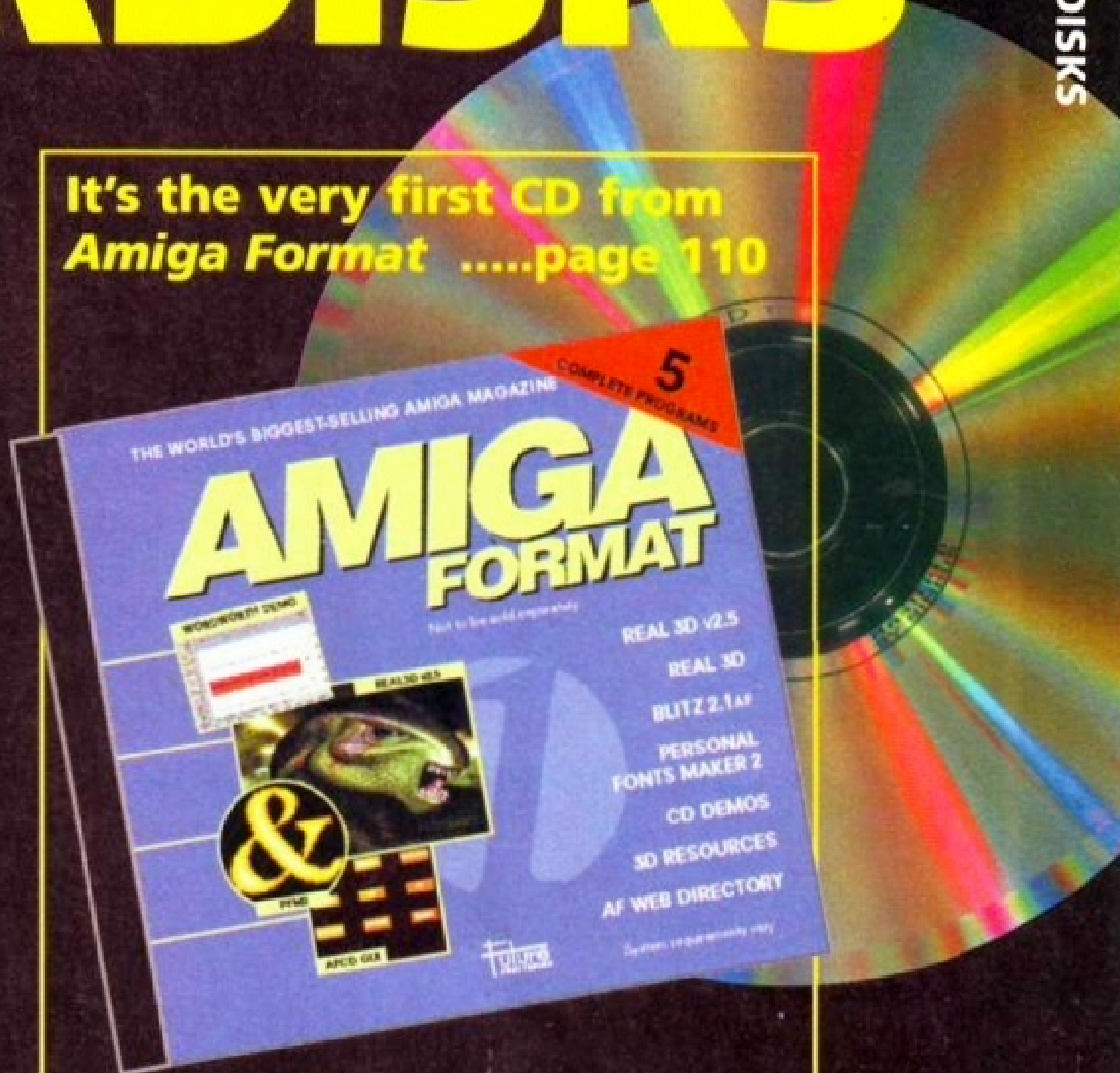


Graeme Sandiford



Nick Veitch

It's the very first CD from *Amiga Format* .....page 110

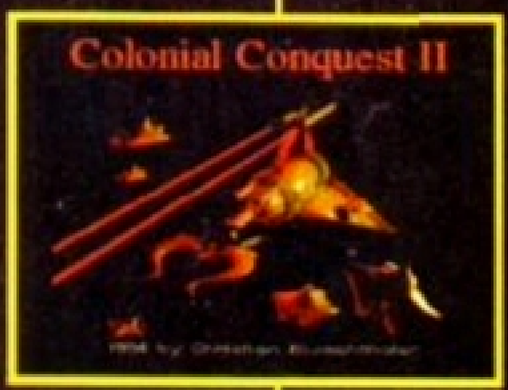


Real 3D v2.5



Experience the thrills of professional 3D modelling with this excellent software.
.....page 110

PD Games



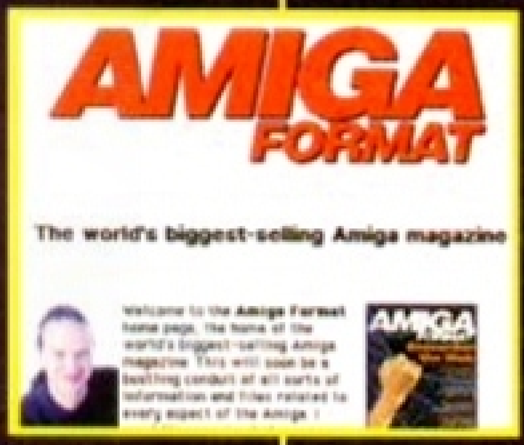
A selection of the very best and the very latest PD games to keep you entertained until the small hours.
.....page 112

Charley Cat



We've collected all 14 of the popular Charley Cat animations for your amusement. .....page 113

Web Pages



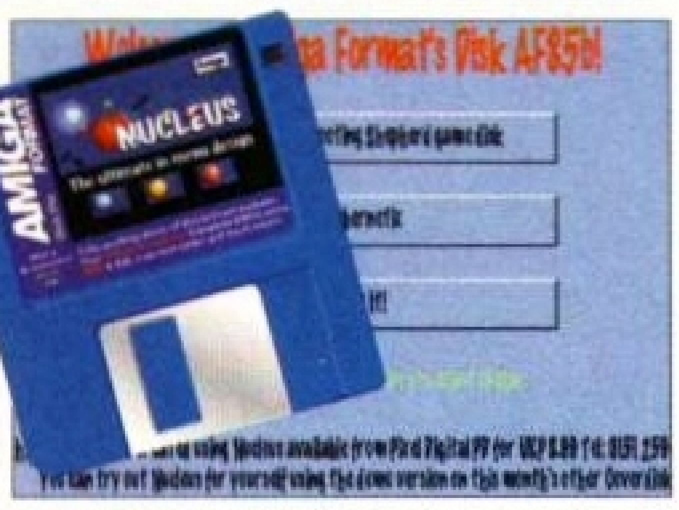
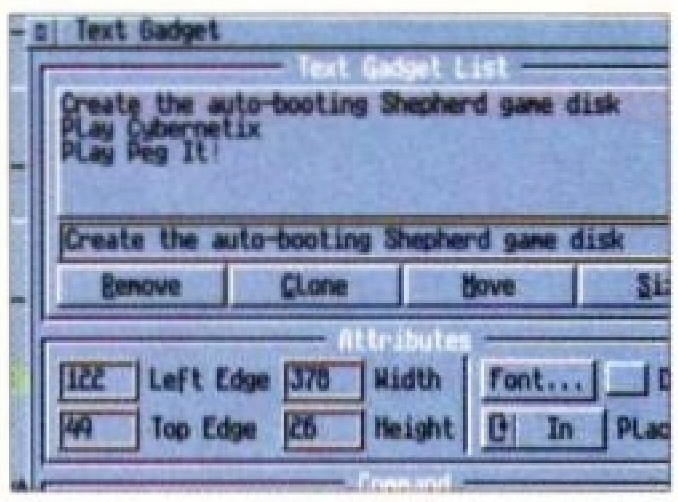
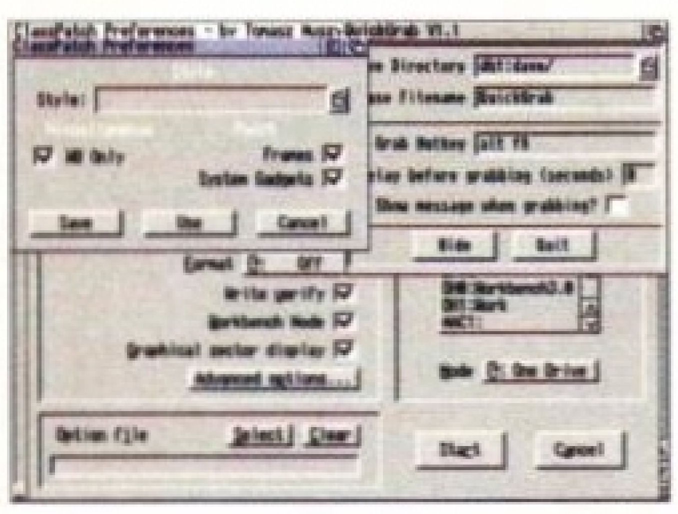
Never mind if you are not netted, we bring you the entire *AF* web site on disc.
.....page 114

CD Demos



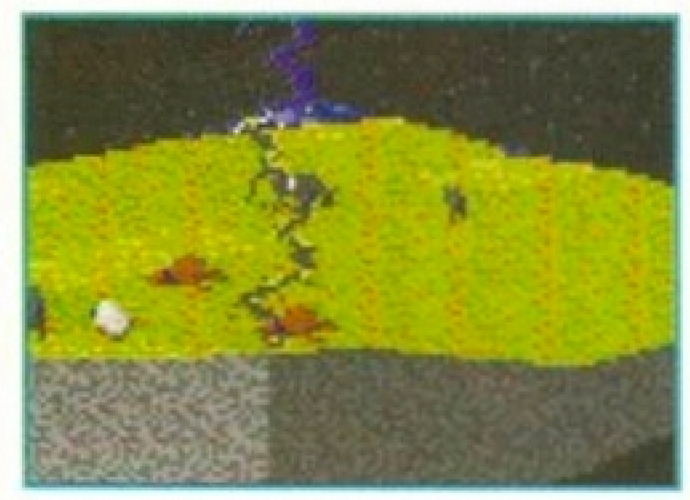
You will also find demos of the latest and best CDs around, with a useful sample of their contents.
.....page 114

AMIGA FORMAT COVERDISKS


A fully usable version of the award winning *Nucleus*, the complete *Dialog Procedures* package and much more!



The complete 50 level *Shepherd* god game, plus a fast and furious shoot-em-up and an ingenious puzzler.

The Shepherd

Populus fans will feel at home with this month's excellent god game. David Taylor introduces the games.





This is the sub-menu that appears when you click on Buy Animal where you can choose a new flock or vegetation.

The Shepherd is a god game very much in the vein of *Populus,* except that you control flocks of animals. These animals are your source of power and can be identified by their red bands. The computer's animals wear blue.

When you start the game, you'll see that everything can be controlled with the mouse. The bottom menu bar allows you to select your methods of divine intervention and an explanation of what you can do can be found in the boxout.

The first thing you really need to do is buy some animals, because without them you won't get any energy. When you've bought a set of animals, you have to place them on the map and initially, they must be positioned close to your own Shepherd statue. You can then move the flock picker pole using the icon and place the flock closer to a food source. As the seasons progress, your flocks will produce young and your powers grow.

Obviously, throughout the game the computer is doing the same thing. So you can also use some of your power to create disasters, such as an erupting volcano or virus infection.



The sheep reproduce nicely and generate enough power to unleash a volcano on the computer.

The goals are different for each level; you may have to destroy the opposition or simply fill your power meter.

The Shepherd is a complete game that has been released by its author, Obbe Vermeij, as Shareware. There are over 50 levels here, so obviously we can't supply a guide to all of them, but if you do need help then the full manual, costing £18, can be obtained from the author: O Vermeij, Brasserskade 69, 2612 CA Delft, Holland.

Over 100 levels available on the three games, a brilliant front end utility plus a package for AMOS programmers and a text editor. There are over a dozen pieces of software at your fingertips on this month's disk.

THE SHEPHERD'S GAME SCREEN

The map of the complete level. Click on any part of the map to zoom there.

This control pad moves you around. You can also use the cursor keys.



A flock pointer which your animals will try to stay close to.

A flock of sheep with the new lambs they've produced.



FROM LEFT TO RIGHT:
1) Move flock: click on this and select the flock pointer which means you can move them 2) Split flock 3) Merge flock 4) Scare flock: useful if they are being attacked by an opponent 6) Buy animal: allows you to buy flocks or vegetation 7) Lower land 8) Lightning strike 10) Volcano 15) Accelerate time



An attack wave homes in with evil intent. Shoot-em-up!

CYBERNETIX

This fast and furious shoot-em-up will have your trigger finger aching. There are no real instructions, just load the game and play. Shoot everything in sight and stay alive as long as possible. The game is a horizontal scroller, so you can move along the screen. A little map in the middle of the top half of the screen shows the position of the asteroids and any other enemy crafts. Watch out for the attack waves that will appear and home in on you. A box in the top left shows how many lives you have and the number of smart bombs available. Smart bombs will destroy everything on the screen and are activated with the Space bar. Everything else is joystick controlled.

PEG IT



An addictive game with annoyingly cute characters.

This is a 50 level demo (yes, there is a full 150 level game available from the author!) that has brought our office to a standstill. *Peg It* is a variant of the old solitaire game, except that you control a set of annoyingly cute characters who jump around the board as you dictate their moves. To add to the confusion, there are a number of special squares that are there to help or hinder you.

The objective is to complete the levels using only the number of jumps available to you and leaving only one character left. When you start to get to levels with trampolines and walls, you'll see that it's not as easy as you first thought. *Peg It* is an exceptionally addictive game, so only start playing if you've got a few hours to spare. The full game is available for £5 from:
Paul Burkey, 32 Cottage Close, Little Neston, South Wirral, L64 9RB.

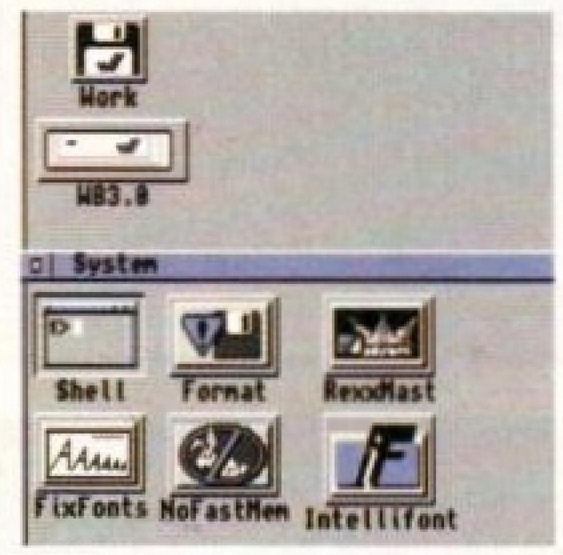
INSTALLATION

***Cybernetix* and *Peg It* can be played directly from the disk. Simply put the Coverdisk in the drive and turn your computer on. If you have a WB1.3 machine you will then be asked to select the game using the F1-F3 keys, while WB2+ users will have a nice menu system. The documentation for *Peg It* can be found on the disk and loaded through Workbench.**

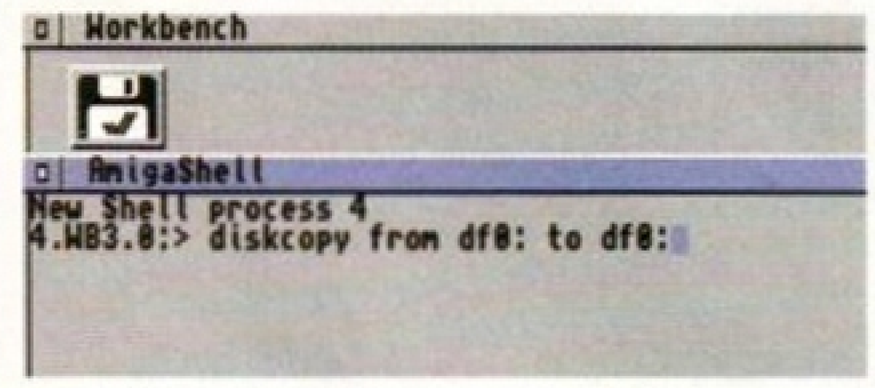
***The Shepherd* requires a separate disk to run. All you need to do is choose the unpack option and have a spare disk ready (it doesn't need to be formatted or empty, but it mustn't have anything you need to keep on it). Once the game has automatically unpacked for you, you just need to boot the new game disk. There are more instructions for *The Shepherd*, and you can read these by loading Workbench and inserting the new disk – a document file is included on there.**

BACKING UP YOUR COVERDISK

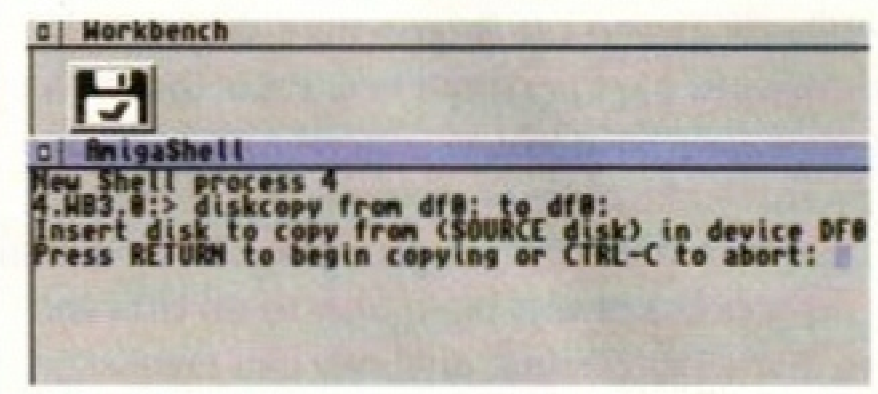
Copying your Coverdisk is really very simple. Just follow the stages below...



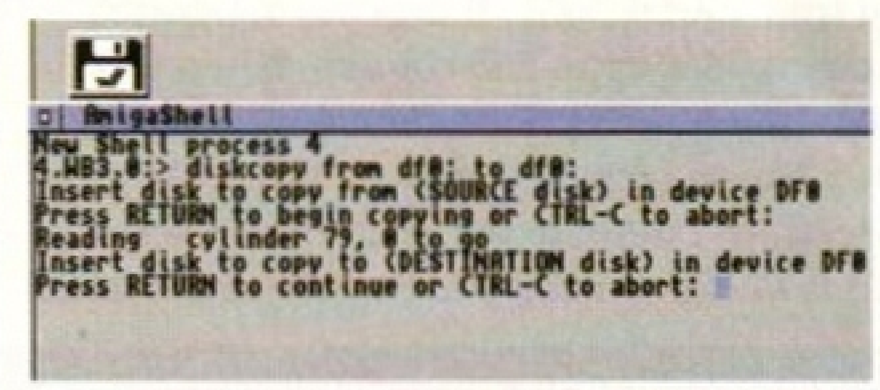
1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.



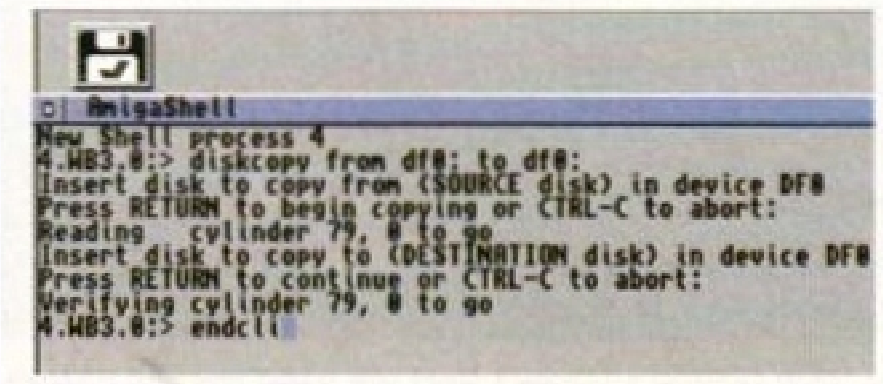
2 Type in the following line (with a *zero*, not the letter O), taking care to put the spaces in the correct places:
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



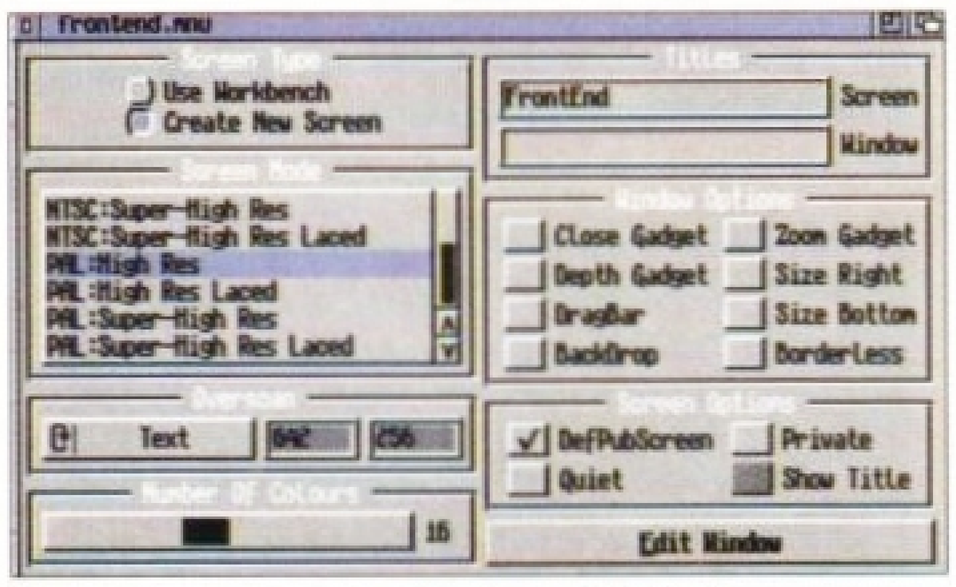
5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

DISK NOT WORKING?

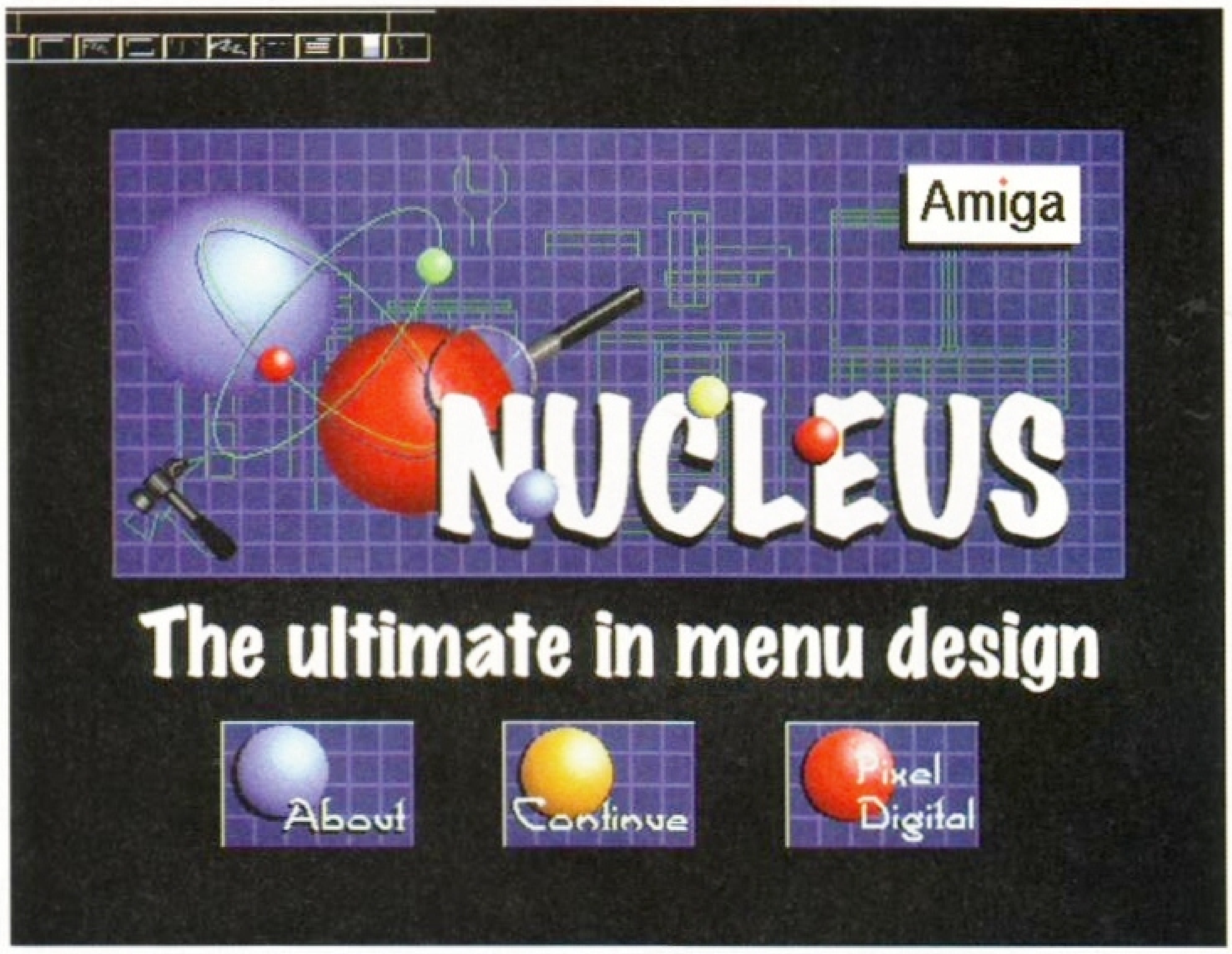
We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, including an SAE, for a free replacement to:
***Amiga Format* (insert name of disk)**
TIB PLC
TIB House
11 Edward Street
Bradford BD4 7BH

So you think designing menus and front-ends is just for programmers, eh? David Taylor explains why you should think again.





The options screen for *Nucleus* with all the preferences for your project.

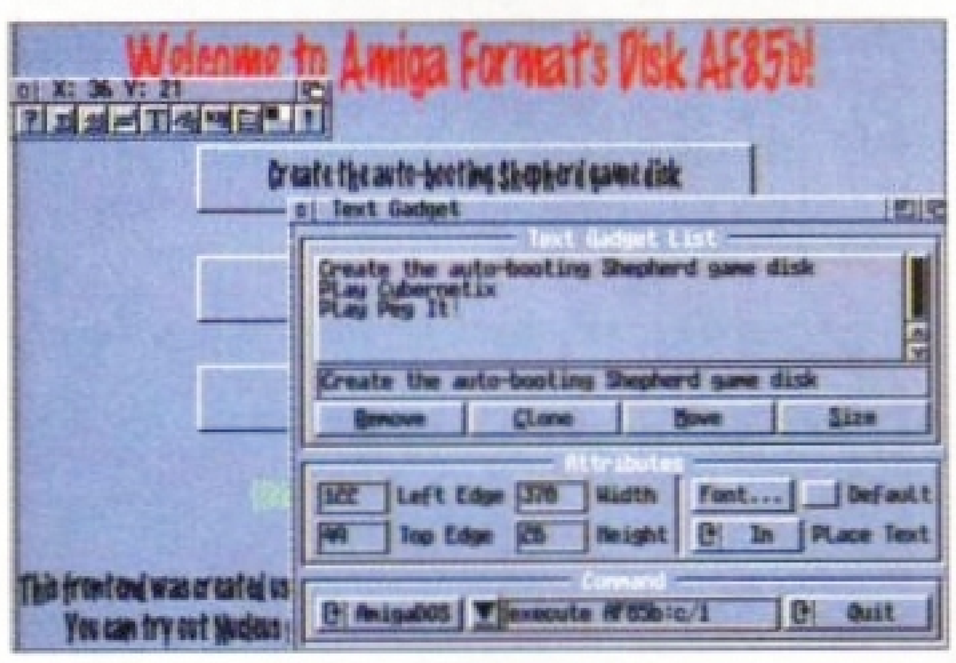


Nucleus can be used to create some stunning screens that can both interact with other programs and be used to design things like picture collections and front-ends for disk compilations.

NUCLEUS

Everybody gets to the stage where they decide they want to start personalising their own disks, whether they have just produced a compilation of their own favourite programs or made up a list disk or a collection of pictures. The question for novices has always been how to do this, but now, thanks to *Nucleus,* anybody can create menus and selection screens simply using their mouse.

Nucleus can create either pseudo-windows or entire screens, depending on how you want you front-end to look. It uses any supported screen modes up to 256 colours. When you have chosen the options, including whether you'd like to include standard things like close gadgets, you move to the main design screen. This is where you edit your menus and buttons.



The very simple example that we used for the games disk has been included so you can see how it works.



Nucleus was used to create the front-end for this month's games Coverdisk.

Select the type of button you want to create from the toolbar or from the menu. Now draw a box on the screen as you would in any paint program, by holding down the left mouse button and dragging out a rectangle. Release the button and a requester will pop up asking you what you want to be displayed in the button. If it is a text button, you can change the font and the text displayed. Pictures can be added and inserted into image boxes, but they need to be sized by yourself before importing them. When you do import a picture, you may find that the colours are wrong, in which case you need to grab the palette from the picture using the palette requester.

You also need to choose the action that will occur when the user presses the button. This is done at the bottom of the requester. There are a variety of different types of action available, from a script to a program. There is also a cycling menu on the right which allows you to decide what *Nucleus* will do when a button is activated – so if you know that your user won't go back to the *Nucleus* screen, or if they will need the extra memory, you can have it quit.

There are also boxes that aren't buttons, these will simply display text or pictures, which can be used as backdrops.

When you have created the screen, you can save the whole thing as a project and also as an executable, which is the actual finished menu as a program. If you have text in the screen, you must make sure that the disk that contains the menu (if it is auto-booting) has all the fonts

NUCLEUS OFFER

This version of *Nucleus* has all the features, but there are limits to the number of gadgets. In order to encourage the author to continue development of version 2, if you use Nucleus please upgrade to the full version. It costs £8.99 and can be bought by simply completing this form.

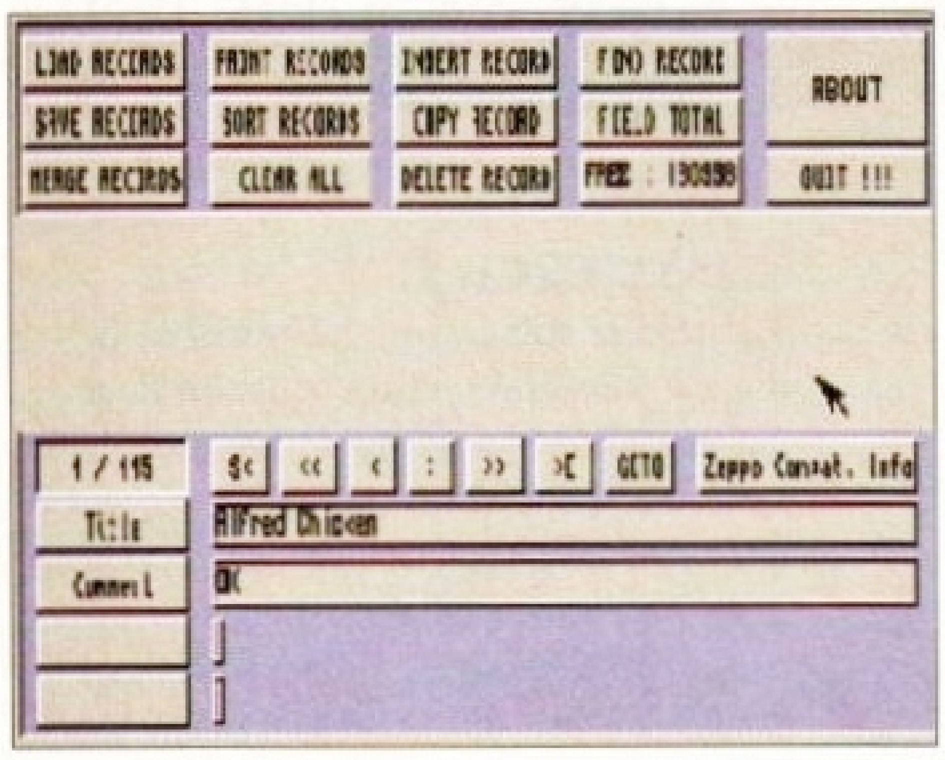
Title ____ Initials ____ Surname ____________________
Your address ____________________
Postcode __________
Description __________ Price ______
***Nucleus* Complete Package __________ £8.99 (P&P included)**
Please make cheques payable to J Close.
Please post your order to: *Amiga Format* Special Offer, Pixel Digital, Unit 6, Laurel Business Centre, 15 Laurel Road, Liverpool. Tel: (0151) 259 4017.

You may photocopy this form

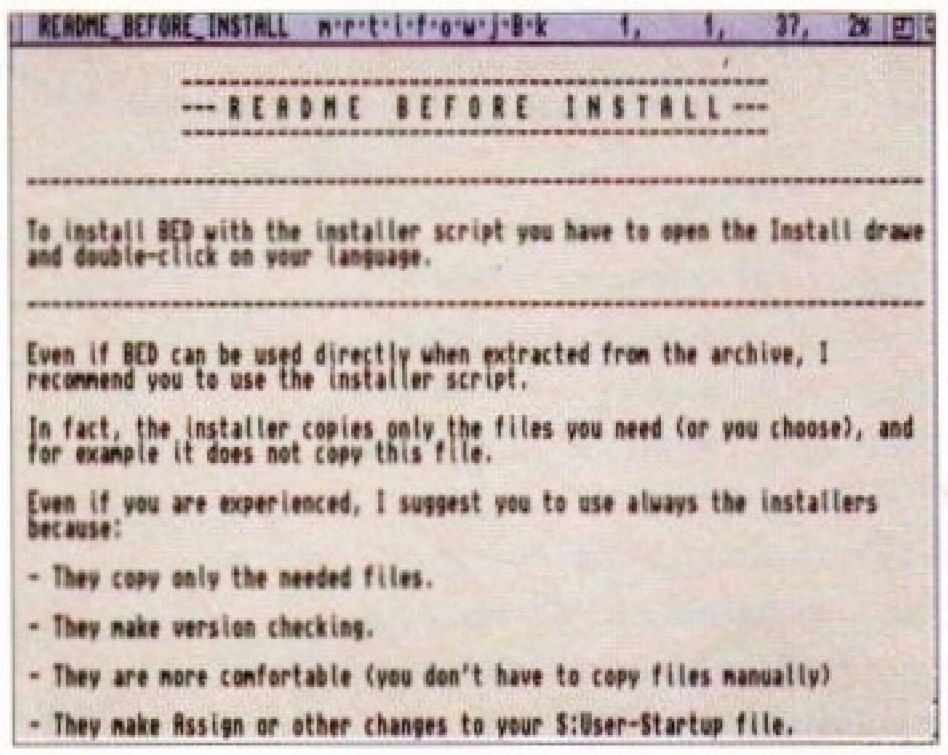
INSTALLATION

The programs had to be archived to fit onto the disk. The disk will unpack them all automatically, either to a hard drive or a set of floppies (if you have WB2+). WB1.3 users can only unpack one disk onto a floppy. If you are a WB2 user, you need three spare floppies. All floppy disks need to be pre-formatted and completely empty.

Nucleus



Dialog Procedures **can be used to create AMOS programs with button interfaces like this example.**



Blacks Editor **is a fully featured text editor that includes full ARexx support.**

used in its fonts drawer and that it has the diskfont.library.

There are full instructions for using this program within the help guide that is supplied in the *Nucleus* directory. This version of *Nucleus* allows you to use everything, including saving your projects and executables, but is limited to five text gadgets and five image gadgets per page and only two images. The full version of *Nucleus* can be obtained from Pixel Digital for only £8.99 by completing the form below.

DIALOG PROCEDURES 3.6

This is unfortunately the only program on this month's serious disk that will run on WB1.3 machines. The good news is that it is a complete Licenceware package from F1 Licenceware. *Dialog Procedures* is a set of procedures for AMOS programmers (so obviously you do need AMOS to use the program) allowing you to create full button interfaces within your programs without the need to install a separate extension.

Included in the directory is an example program called *DataMaster 3*, which everyone can use, whether a programmer of AMOS or not! You'll be pleased to know that a new version 4 of these procedures is available from F1 Licenceware for only £4.49 including p&p. Cheques should be made to F1 Licenceware at 31 Wellington Road, Exeter, Devon EX2 9DU. Tel: 01392 493580.

SOUNDBOX 2

This is a small sample utility that can not only load and play samples, but also convert them between file types and add a few simple effects. You can change the sample rate and volume and play around with the sound by flipping wave or sample. You can also change between stereo and mono and optimise the length of the sample.

BLACKS EDITOR

This is a new version of the editor which has been fixed to work on WB2+ machines. It offers a lot of features, including ARexx support, so it's best if you make sure that you have *RexxMast* running before you start the program. (*RexxMast* can be started by double clicking on its icon in the System drawer.) The ARexx support allows you to use the macros that already exist, but also lets you record your own for you to use.

All the other usual features of a text editor, like cut and paste, are here too.

THE OTHER PROGRAMS

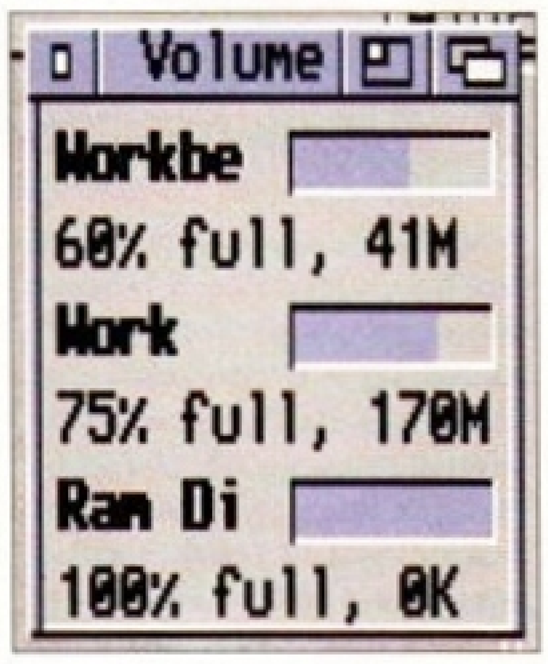
A version of *IPrefs*, called *FastIPrefs*, has been re-written and optimised for use with WB3.1. It includes many new features, and includes a speed up in loading.

VolumeWatch, is a small utility that displays a graph of your disk usage so that you can see what space is left.

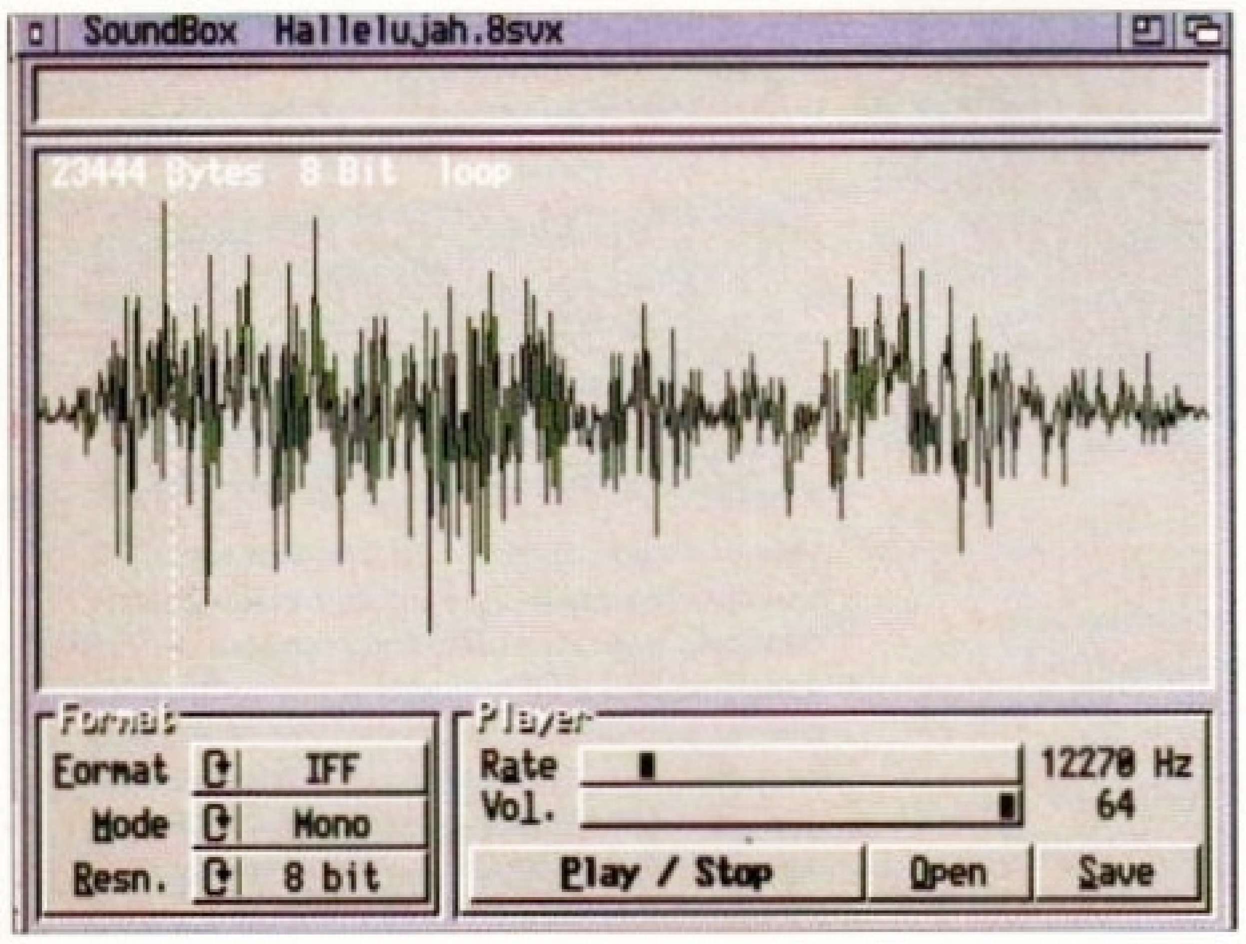
Screenmenu is a commodity that allows you to display a list of screens enabling you to jump to the right one when multi-tasking. The default hotkey, which activates *Screenmenu* when you click the mouse button over the screen gadget is the Shift button.

KTooltypes is a program that adds itself to your Tools menu allowing you to specify a text editor for use with *Tooltypes*. Select the text editor from icons so that you can edit them in it instead of using the cumbersome Workbench options.

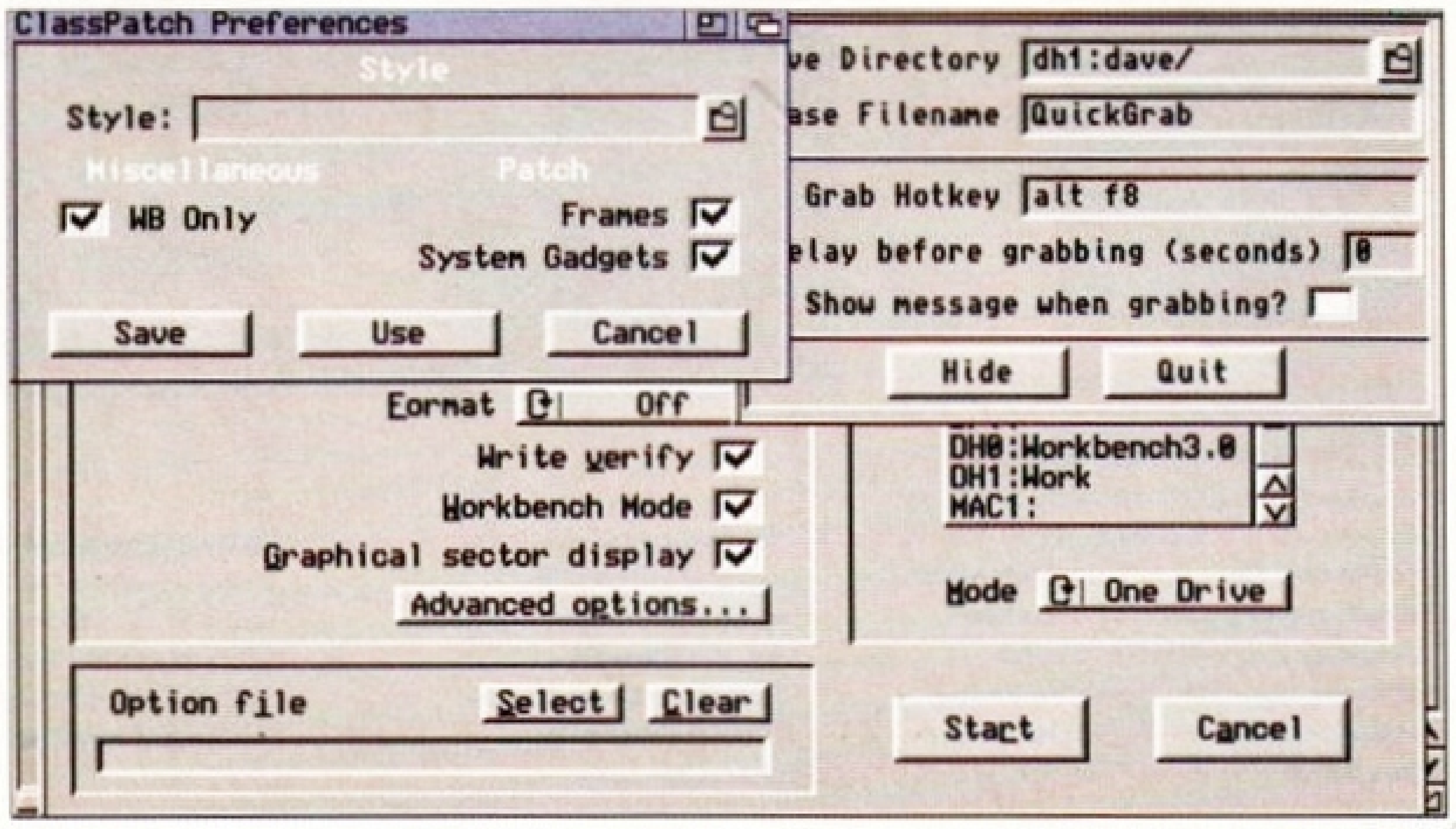
ClassPatch, which requires WB3, will patch the system so that any program's GUI appears with a new look based on Windows 95. Hey, it's worth a laugh and some of the looks are quite neat. You really must read the documentation before using some of these programs, especially the last one, which might crash your system. If you have programs, load the documents into a text processor, like *BED* supplied on this disk.



VolumeWatch **is a small utility that simply checks the capacity and usage of mounted volumes.**



Soundbox 2 **is an easy to use sound utility that can convert sound samples and add a number of simple effects.**



ClassPatch **has the power to change the way that your programs look. As it's an early version, it may prove slightly unstable, but it's worth checking out the new looks.**

AMIGA FORMAT COVER CD

Welcome to the first ever *Amiga Format* CD-ROM. Over the next five pages we will show you just a small fraction of what awaits you on the shiny, new and quite tremendous *AF*CD1.

WELCOME

A lot of you seem to have been waiting for this moment for a long time, and finally it is here – the first *Amiga Format* covermounted CD. Over the next five pages we will be taking you on a journey through the contents of this CD.

Obviously, we could fill the entire magazine with information about all the software, pictures, animations, sounds and data on the disc, but you will find an awful lot of helpful information on the disc itself, so we are restricting ourself to a brief tour.

If you have an AGA Amiga you can also take advantage of the rather excellent graphical interface which our own Mr Sandiford slaved over for a considerable amount of time. Please note that some areas are very memory intensive though. For a full guide to the GUI, see page 114.

Non-CD owners shouldn't worry though, we aren't going to devote this much space to the CD every month – but maybe you should take a quick look through and see what you are missing out on.

If you have some contribution that you think other Amiga users would benefit from, please send it in to: CD Submission, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

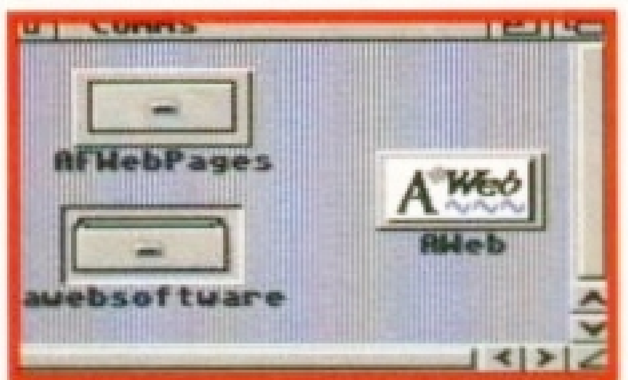
Now, on with the show…

COMMERCIAL

The star of this month's Coverdisc in the commercial section must be *Real 3D*. As well as the original version (which appeared on *AF76*), we have the full release version of *Real 3D 2*, version 2.49. This tremendous software is responsible for some of the excellent images on this disc, and has many more features than the original.

Unfortunately, it also has much higher system requirements. Please read the documentation on the disc. To install this software on your hard drive (which is highly recommended), simply copy the files into a directory and make the following alteration to your user-

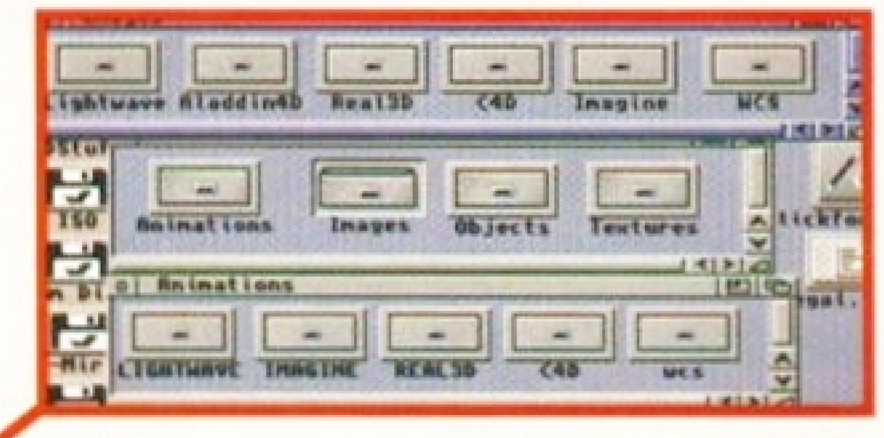
PLACES TO GO WITH YOUR CD-ROM



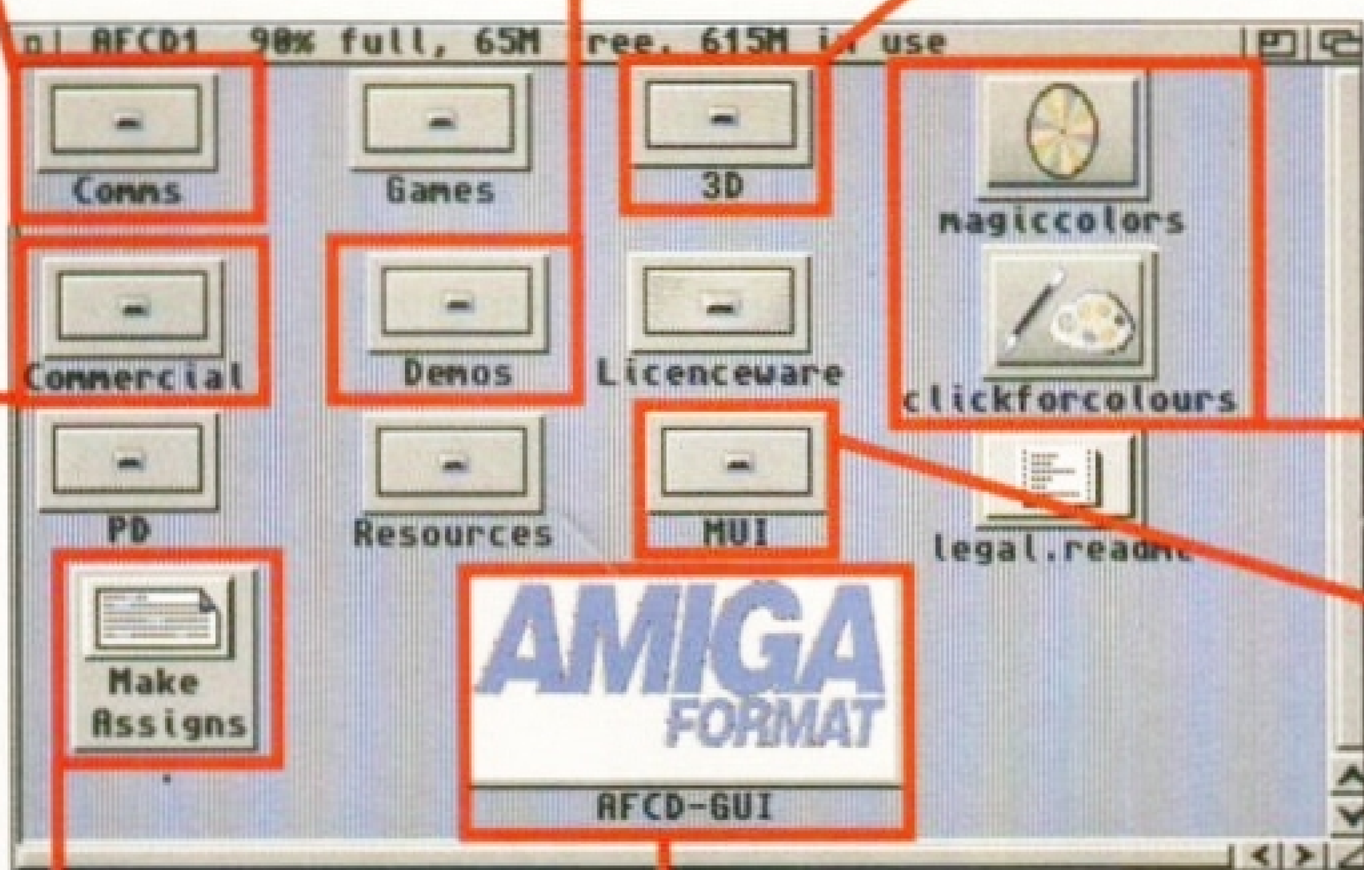
The comms drawer contains the latest shareware version of the increasingly popular *AWeb* browsing software, and also the complete *Amiga Format* web-site for you to peruse. Most of the pages will look better on AGA machines, but please read the *AWeb* documentation for more details about how to get the most out of your particular Amiga set-up.

There are plenty of demos of commercial software tucked away on the disk. One of the most unusual is the *Digital Universe* demo, which is just fantastic, but take a look through the other drawers to find out what other software you can try out for free…





You will find the 3D directory stuffed full of images, animations,objects and textures suitable for use with all the major rendering packages, including *Real 3D, Lightwave, Imagine* and *Cinema 4D*. Most of the animations are in HAM8 mode, but there are some surprisingly good 16-colour anims suitable for any machine – check out the cave drawer to find out what can be achieved on an original chipset machine.



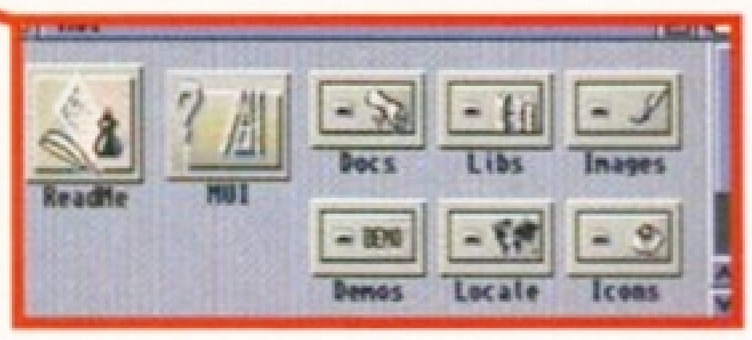
Double-clicking on these two icons will set the correct screen depth and palette to display Magic Workbench style icons. You don't have to click on them to use the disk (it will take up slightly more Chip RAM), but it will make things a bit prettier. Oh, and thanks to the excellent AGA Experience disc, where we nicked the scripts from in the first place.



Aside from two excellent versions of *Personal Fonts Maker* from Cloanto and a special version of *Wordworth*, we also have a rather excellent version of top rendering software, *Real 3D*. This version is much more powerful than the original and Activa are now offering special upgrades to the latest version 3 – if you have the power to run it.

Please double-click on this before you try and access anything else on the CD, or the chances are you'll get some sort of error message.

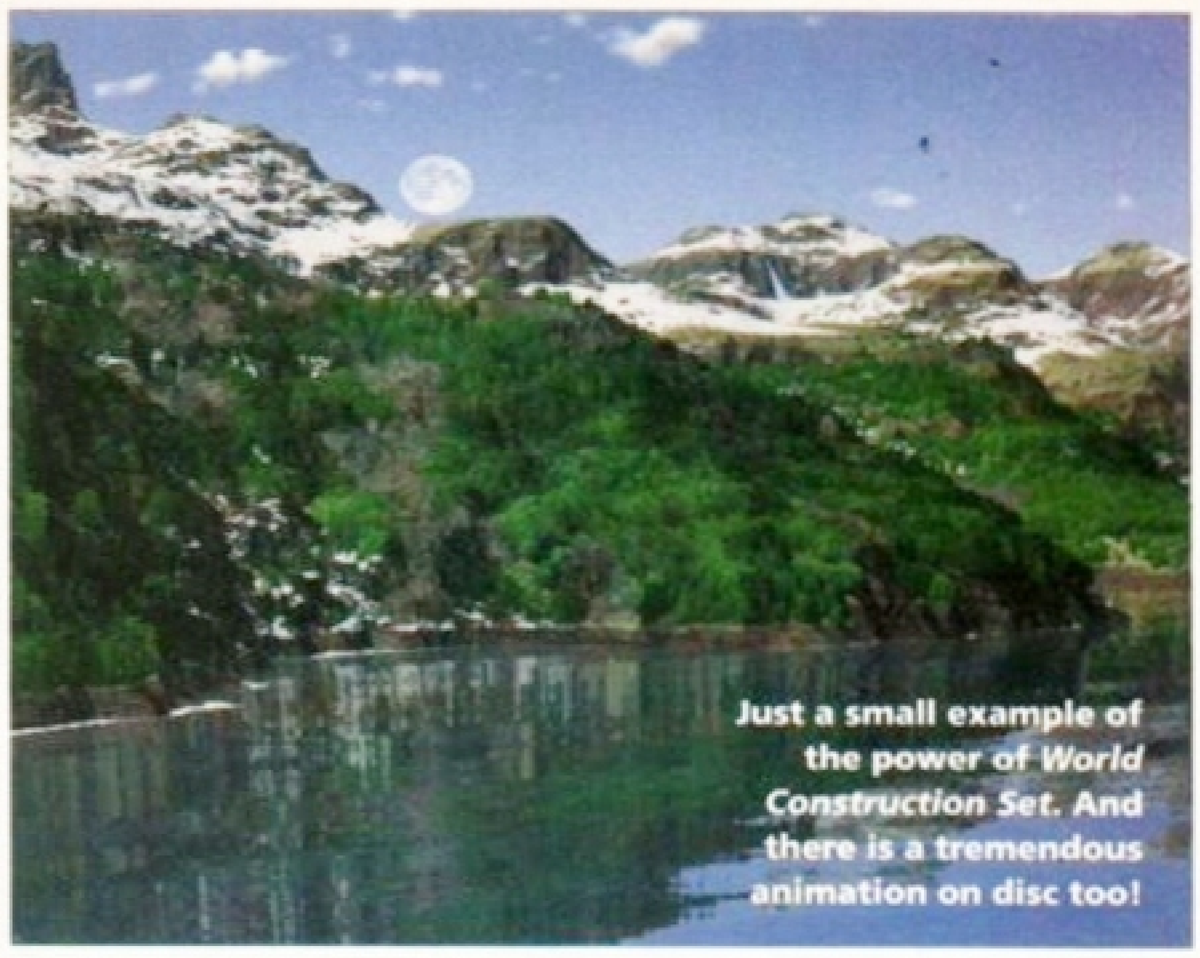
To help you around the CD, we have developed an excellent graphical front end, which will allow you to view many of the images and animations present on this disc. You will need an AGA Amiga though.



Some of the software on the disk requires the excellent MUI system by Stefan Stuntz to work. We have included a version on the disk, but to avoid unnecessary memory usage, you will have to run it as and when you need it and remember to execute the assigns script first. Remember that MUI is shareware, and if you continue to use it, you must register with the author.

ATTENTION CD32 OWNERS!

Due to last minute technicalities, this disk will not boot directly from CD-ROM. Most files and software are usable if you have a mouse and external floppy drive though. Next issue we hope to have sorted out this problem.



Just a small example of the power of *World Construction Set.* And there is a tremendous animation on disc too!



Just one of the excellent rendered images which appear on the CD. If you have something better, why not send it in?

startup file:
ASSIGN R3D2: [pathname]
If you want to run the software directly off the CD, simply type:
ASSIGN R3D2:
AFCD1:commercial/real3d
Now you're off and away. Many of the functions are similar to the original version, and don't worry, we'll be including a tutorial in the next issue.

Also featuring in this drawer are two versions of *Personal Font Maker* from Cloanto. This fantastic software can be used to create your own mono or colour fonts for your Amiga. There are extensive amigaguide documents and a tutorial provided on the disc to get you started.

Finally for this section, we have re-issued our special version of *Wordworth,* which was very popular. If you lost your original disk, or missed that issue, this is for you. Look out for more *Wordworth* (and hopefully *Final Writer*) files on the next disc.

DEMOS

The *Amiga Format* CD is not intended to be just a collection of repackaged PD, but rather an experience, a useful resource and a showcase for other products. In the demos drawer you will find many interesting pieces of software for you to try out. My personal favourite is the *Digital Universe* software. I had such a great time with this software when we reviewed it (*AF*83) that I was determined to get a demo version of it so you could all see how great it was.

The demo version takes up over 3Mb of space in it's archived form though, so the CD was the only place we could actually put it. *Digital Universe* requires MUI, so please make sure you are running a copy (either your own or the one included on the disc) before you try to run this demo.

Also included in the demo section is a very useful relational database, called *Twist,* which you can play around with, a great collection of images from the *Texture Portfolio CD* (available from Ground Zero Software price £29.99) and lots more, check it out!

3D

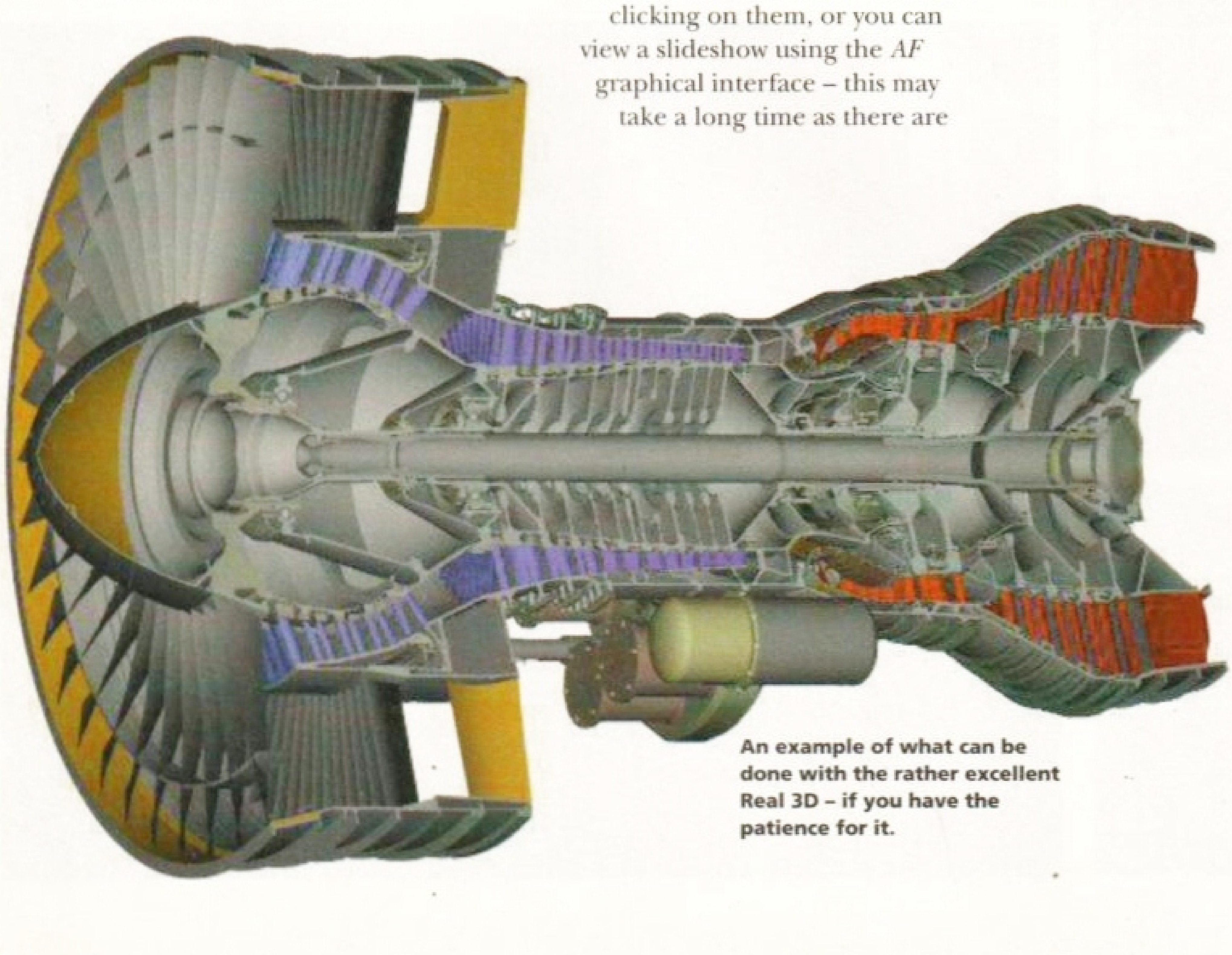
We couldn't possibly have compiled a CD without putting together a huge collection of 3D images, objects, animations and textures for you. You will find that all the popular raytracing software is supported, including *Lightwave, Real 3D* (which of course includes the versions featured on this disc), *Cinema 4D* and *Imagine.*

The images can be viewed either by clicking on them, or you can view a slideshow using the *AF* graphical interface – this may take a long time as there are literally hundreds of images! You may find if you are low on memory that some images cannot be displayed through the graphical interface, and some of the animations may play back faster through Workbench for the same reason.

The texture files are obviously intended for use as image maps in rendering – look out for the excellent samples from the *Texture Portfolio CD.*

If you have a really great animation scene, but don't have the time or power to render it why not send it to us at the usual address and we could put it on a future CD?

Continued overleaf ➡



An example of what can be done with the rather excellent Real 3D – if you have the patience for it.

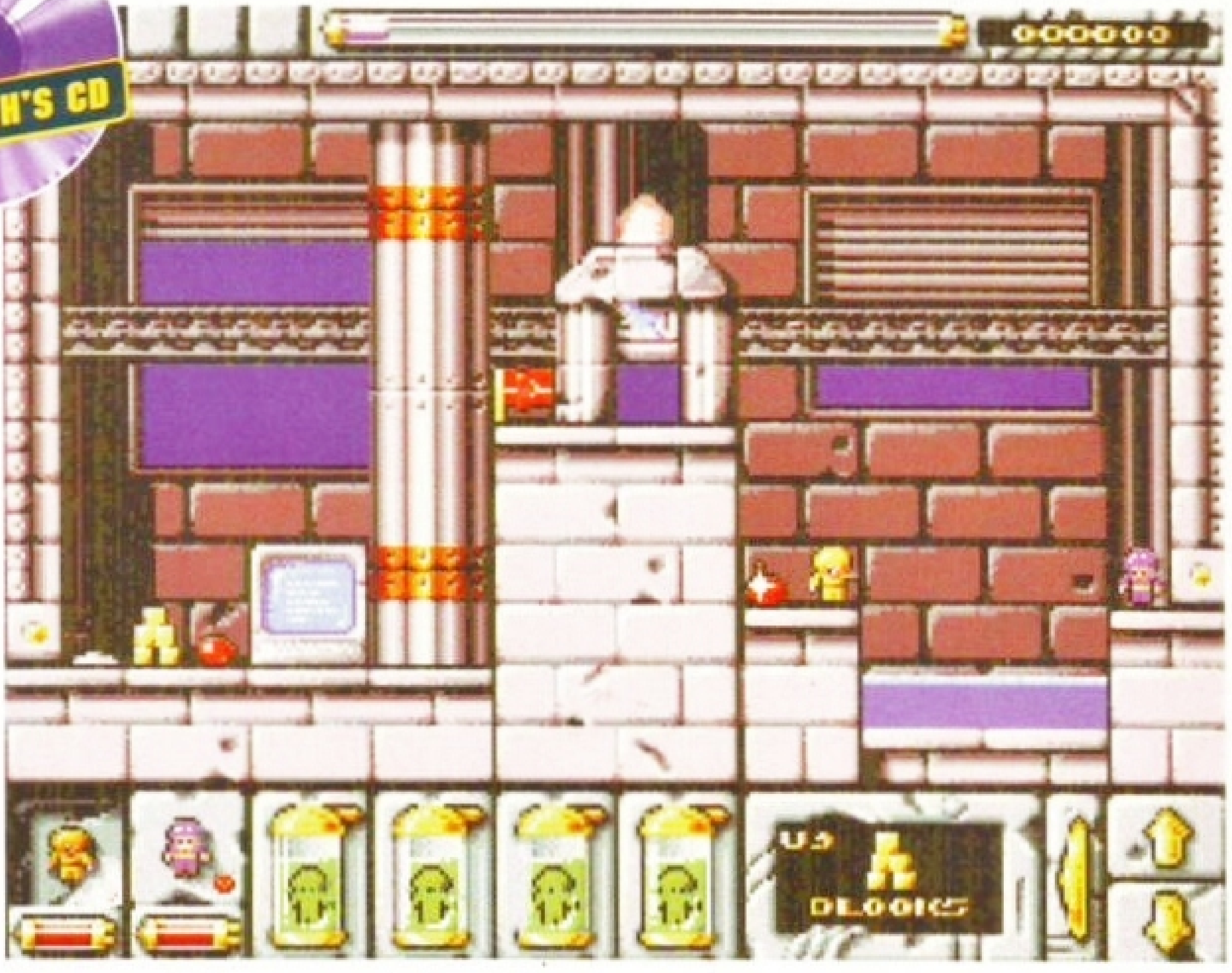
DISC NOT WORKING?

If the CD is defective, please return it to the address below. Please make sure you have followed our installation procedures correctly to ensure that there is a physical problem. Please send the CD along with a description of the fault plus a self addressed envelope. Return postage will be paid.
Ablex Audio Video Limited, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QR

A CD should only need replacing if the CD itself cannot be read. If, instead you are experiencing problems with an individual demo or application phone our technical support line. This is open between the hours of 9.30am and 6.00pm from Monday to Friday. Tel: 01225 442244. Fax: 01225 732279. Email: support@futurenet.co.uk

Please note that the helpline staff provide assistance with technical problems directly related to our cover CD and cannot provide training on the software or hardware in general.





ABOVE: A four level demo of this popular new game. RIGHT: *Teeny Weenys* in need of your help. Cute aren't they?

← LICENCEWARE

Within the Licenceware directory, you will find several sub-directories. There are two for *Nucleus,* the menu and interface creator. The first is identical to the version on this month's Coverdisk. The second is a similarly constructed version of the latest release, which came in after the disk was compiled. As it was acquired so close to deadline, it wasn't possible to test it on all machines and therefore both versions have been included. In these directories you will also find more examples and sample buttons than could be fitted onto the Coverdisks, but for further instructions, do read the Coverdisk pages starting on page 108.

The larger Licenceware section focuses on F1 Licenceware. In this directory, you will find several complete Licenceware releases, including the complete *Dialog procedures* which is also on this month's Coverdisk, *Blackboard 3,* the image manipulator, *Lethal Formula,* a complete game, and *The Quiz,* a pub quiz type game. There's also a Demos directory which contains pretty much every demo of F1 Licenceware products available. There's *Punter, Fortress,* *BorisBall, Teeny Weenys* (winner of last month's PD Selection of the month) and many more games for the trigger happy amongst you.



Magic Paint Box is probably the most fun paint program you could ever use.

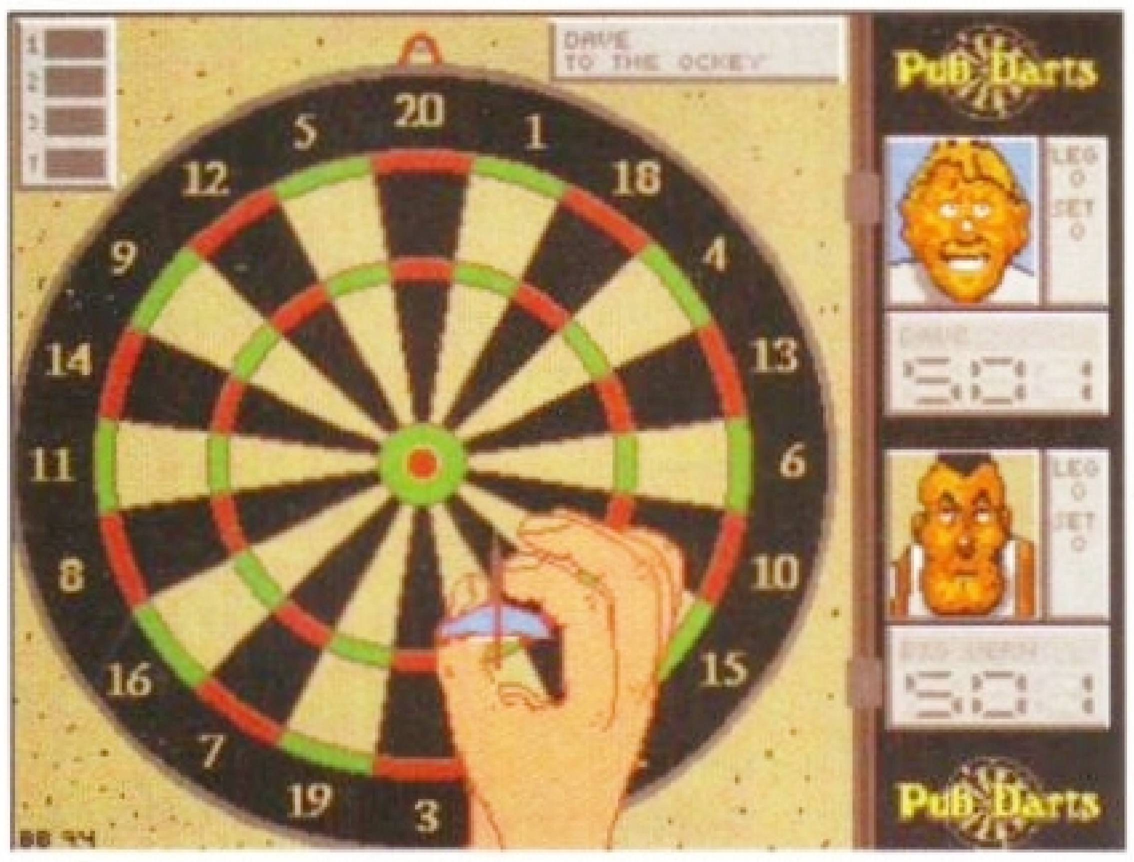
More serious users can choose from *A Tour Through Time,* or *Take A Look,* alternatively they can use one of the excellent art packages like *Magic Paint Box* . Programmers can get stuck into the special release of AMOSzine or peruse the *Intuition* extension.

To ensure that you can run all these directly from the CD, you must double click on the MakeAssigns icon before running any of the programs. One of the game demos, *Erik,* will not function correctly with the AGA chipset, so you should disable this before starting that demo if you have an AGA machine. With games, applications and education programs included you should find something of interest.

New versions of complete programs and upgrades to the complete versions from demos are available on all the packages, and you can find the address for both Pixel Digital, the distributors of *Nucleus,* and F1 Licenceware on the Coverdisk pages.

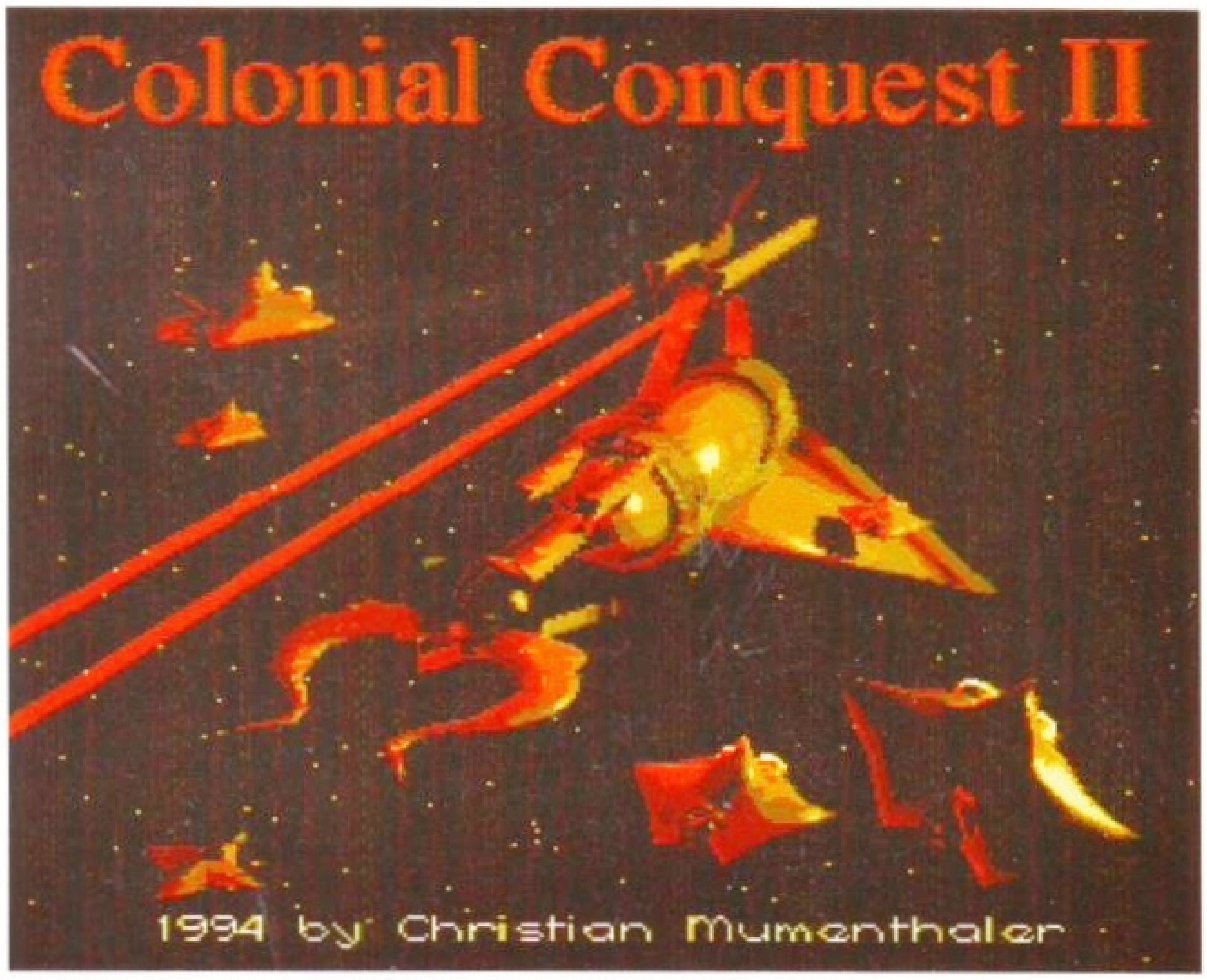
PUBLIC DOMAIN – GAMES

Dip into the games directory and you'll find a PD games drawer containing some of the best PD games ever. This month's PD Selection is here, the rather groovy *Breed 96,* more details of which can be found in the PD section on page 51. There's also all three of the games that are included on the games





ABOVE: No more need to strain yourself walking to the pub. RIGHT: Conquer the galaxy playing against a friend or the computer. FAR RIGHT: *Colonial Conquest II* is highly addictive so ensure you've plenty of time.



Coverdisk, *The Shepherd*, *Cybernetix* and *Peg It!*, so turn to page 106 for more details. In addition to these, there's *Colonial Conquest II*, a one or two player *Civilization* type game that sees you trying to conquer your way across the galaxy. There's also an editor included for this game which allows you to create your own planets.

The two popular Deluxe games, *Galaga* and *Pacman*, are here in both standard and AGA format. Be warned that these games are fiendishly addictive, so don't start playing unless you've got a few hours to kill.

The remaining two games are *Solo Assault*, an amusing space flight and fight game, and the ridiculously violent *Zombie Apocalypse II*. The latter is not for the feint hearted or easily offended. So be warned.

When you come to play these games There are a couple of things you should note. Firstly, some of them require a certain amount of Chip RAM to run, so if you have too many things running in the background or on boot up, you won't be able to play them (*Zombies 2* and *The Shepherd* can both fail). To avoid this remove some of the programs that you normally run.

Secondly, and most importantly, many of these games are Shareware. If you like them, you must register them. The addresses for the authors can be found in the game's documents.

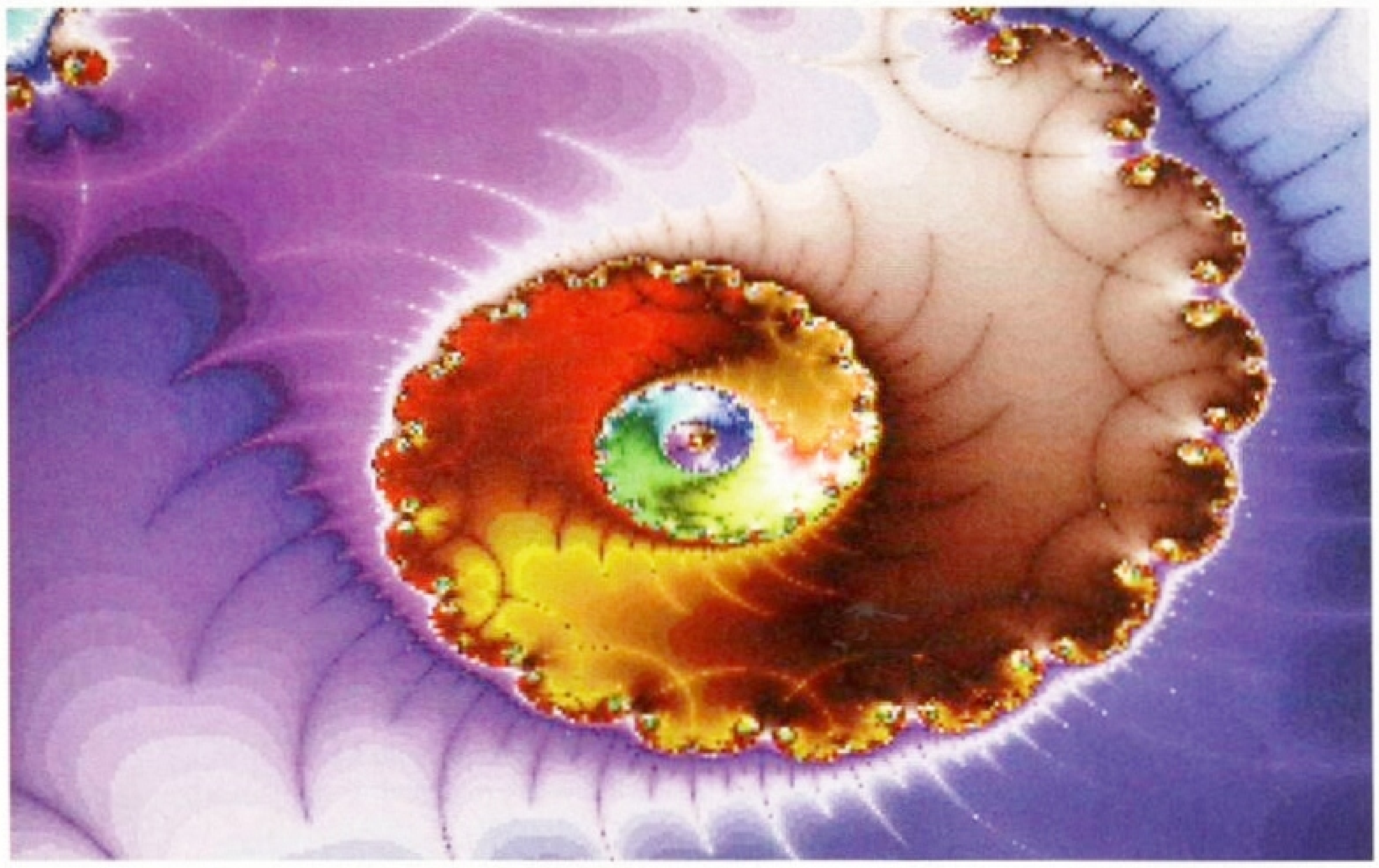
PUBLIC DOMAIN – SERIOUS SOFTWARE

We've collected together a real treat for you from the Shareware world. The serious software has been placed in appropriate drawers and you will find many of the popular programs from old *Amiga Format* Coverdisks as well as new programs and also those that we've always wanted to include but have been unable to because of space restrictions.

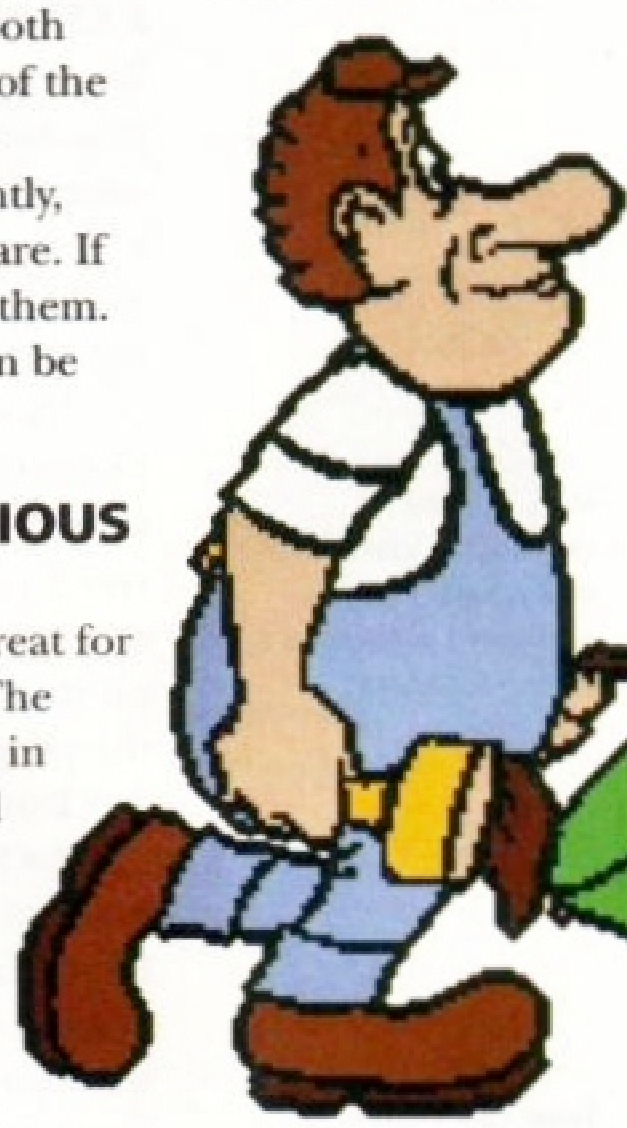
In that light, perhaps one of the best things you'll find on here is the *Image Engineer* and *Superview* utility. They both use the *Superview* library and the former is a complete image manipulator that can allow you to create some amazing effects. *Superview* itself is a fast picture viewer and convertor.

Another impressive program is the complete *Chaos Pro* fractal generator, which can create complex fractals refined to any depth. Amongst many other features is an animation creator which can be quite spectacular. All of these programs require a reasonably high system, ideally an '030 and FPU, although separate specs can be found in the documents.

Because fractals take so long to generate, and some of you might not have the machine to do so, we have created a couple of animations for you, more details of which can be found in the animation section.



There are complete fractal animations and frames, and the complete package that created them.



There are two text editors, *BED* and *Text Engine 5*, and a set of music utilities, including the excellent *HippoPlayer*, which won PD Selection of the month a few issues ago. There are also some completed music modules and pictures for you to play with.

The file managers you find, will come in handy when you start to get this CD every month. A couple of databases will help you keep track of the *AF* CD contents and there is also a Utilities directory.

There are too many utilities to list here, but in addition to the ones from the Coverdisk, there is also a backup utility, a Virus Checker and a multi-functional commodity. All of which are excellent.

As with the Public Domain games, we should remind you that these utilities are some form of Shareware and continued use requires you to register them. All of the details are in the documents.

ANIMATION

In the animation drawer, you'll find that we've split the types of animation up for you:

Amiga Shopper

These are animations that have been submitted to our sister magazine, *Amiga Shopper*. There's also a tutorial drawer that contains some exceptional animations that have been explained in detail in the current issue. The special feature on animation not only shows you how to create these animations in an easy to follow step-by-step guide, but also covers every bit of animation software that you could possibly need.



Charley Cat

We all have to give a big word of thanks to *Charley Cat* creator Anthony Whitaker here. He has graciously allowed us to collect together and include every single *Charley Cat* cartoon, so you'll find all fourteen of them here – they normally require 50 disks.

Note that you must double click on the AssignMe icon before starting any of the animations or they won't load. NB, on Cowboy Cats, the first part will request a disk in df0:. Cancel this; the animation will only miss one single background on the title screen – this was unavoidable.

Fractals

This directory contains the animations created using *Chaos Pro*, the complete fractal creator that can be found in the Public Domain section of this CD. Because of the complexity, they took over a complete week to render on an 060 machine working non-stop. For this reason, we have also included the individual frames, should you decide you want to use them. The animations have also been included in both 16 and 256 colours.

Continued overleaf ➡





The complete collection of *Charley Cat* animations including the new Camera Raderie are included.



There are plenty of screens like these to help you through the contents of this month's CD-ROM.

AGA GUI

The AGA GUI is not just a pretty face, it's your guide to the contents of this month's CD. Graeme Sandiford leads the way.

Rather than leave you to wrestle with Workbench, we decided to give you a nice pretty interface that should enable you to cruise through the disc's contents in style.

Unfortunately, this option is only available to owners of AGA machines but next time we hope to have enough time to prepare two versions so that EGS-users can enjoy the benefits of this guided tour.

For those of you who are interested in how it was put together, we used a variety of software packages. The main ones where *TVPaint*, *Brilliance* and *CanDo 3*. *CanDo* was used to stick all the images together and make the whole thing interactive. This means you can get from one screen to another by clicking on the buttons. Be warned though, not all of the button-like things will do anything so pay attention to what the text beside it says to avoid getting sore fingers.

The interface is divided into areas that more or less represent the corresponding areas on the disc. Where appropriate some of them are also linked to each other. As well as telling you about the various directories on the disc, some screens and buttons will actually display animations or images for you to view. It's important that you don't attempt to push the button again if there is still disc activity as your machine may try to show two files at once – not a good thing.

You can return to the main menu at any time by clicking on a button labelled main. From the main menu you can quit the interface and go about your business by clicking on the recycle logo at the bottom left of the screen. Thanks to the multi-tasking abilities of the Amiga you can switch screens from the interface in the normal Amiga fashion (<left-amiga><m>).

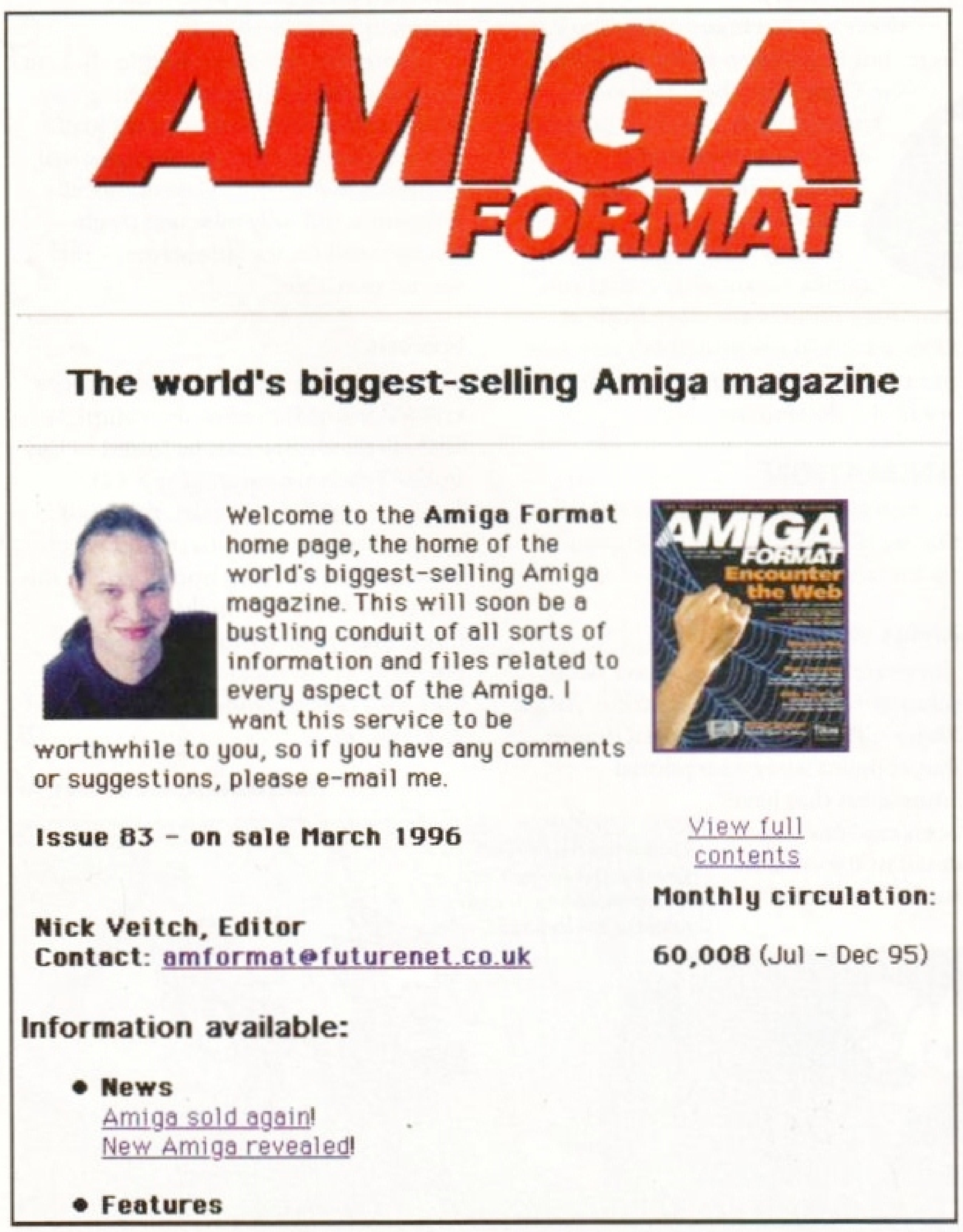
COMMS

What with the Internet being so popular and all, we just had to put on some comms-related stuff for you to explore. The great thing is, you can get a feel for the World Wide Web with the CD, even if you don't have a modem.

The CD contains the increasingly popular browser *AWeb* so that you can view HTML formatted documents. To run it enter the directory comms/awebsoftware and double-click on the make assigns icon and then run the program.

Don't worry if you don't have any web pages because we have supplied some of the best – our own pages from Futurenet. For a taste of an Amiga on-line experience simply run *AWeb* and then select open local and load the file amformat.html.

Please note that if you wish to view images you will need the appropriate DataTypes. Also please note that, due to technological limitations, you won't be able to log on to remote links like the Aminet without a modem.



AMIGA FORMAT

The world's biggest-selling Amiga magazine

Welcome to the **Amiga Format** home page, the home of the world's biggest-selling Amiga magazine. This will soon be a bustling conduit of all sorts of information and files related to every aspect of the Amiga. I want this service to be worthwhile to you, so if you have any comments or suggestions, please e-mail me.

Issue 83 - on sale March 1996

View full contents

Nick Veitch, Editor
Contact: amformat@futurenet.co.uk

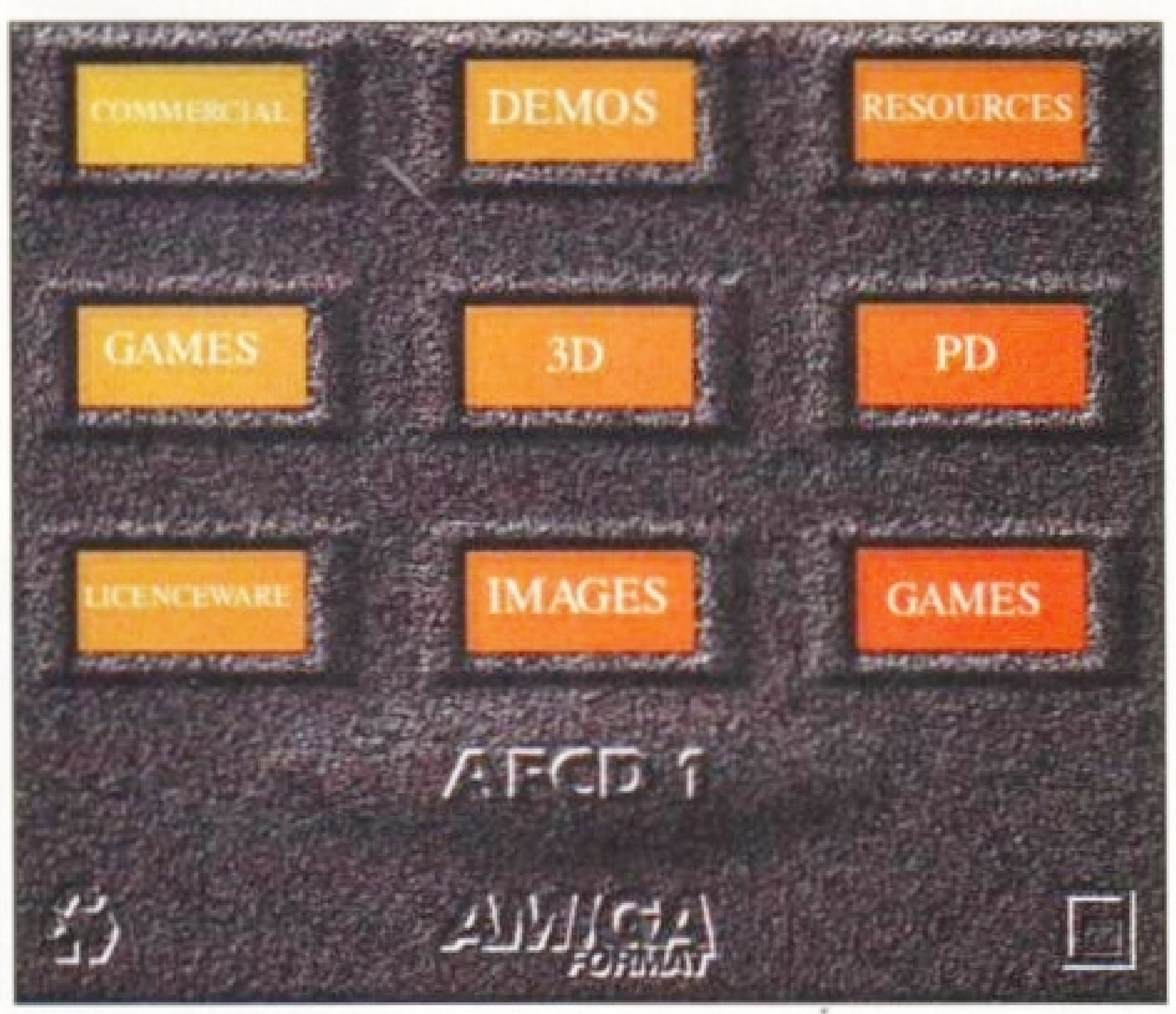
Monthly circulation:

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  Amiga sold again!
  New Amiga revealed!
- **Features**

Here's your chance to visit one of Europe's most accessed Internet sites – without a modem.



Take the scenic route and tour our CD-ROM with the AGA GUI. If you don't have an AGA machine, send enough letters and we may do an ECS version.

Turn to the form on page 86 to place your order

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AMIGA FORMAT COVERDISKS



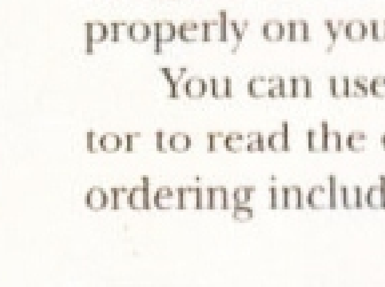
EXTRA!

Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.



WORMS (*AF79*)

The amount of telephone calls to the Coverdisk helpline about Worms suggests that many of you weren't very careful when decompressing this game. It is easy to ruin your Worms Coverdisk by not changing to a blank disk at the correct time in the procedure. The result is that Worms disk One is decompressed over the Coverdisk, losing the compressed Worms Disk Two file in the process. Before using any Coverdisk write-protect it first and then make a spare copy.
(if you don't know how to copy a disk see the box on page 115)



ULTIMATE WORKBENCH UTILITIES (*AF80*)

If you are having trouble reading the documentation that accompanies the Workbench utilities it is likely that you don't have the tool that your Amiga looks for when you double click on a doc icon; e.g. Muchmore, Multiview, AmigaGuide etc. Or that these aren't set up properly on your Workbench.

You can use a word processor or a text editor to read the docs, or use the program ordering included in the collection.



ZEEWOLF 2 (*AF81*)

Many readers have phoned in saying they are having problems with *Zeewolf 2*. One meg A500 users who have two floppy disk drives should disconnect the external drive to make more memory available to the game. Unfortunately *Zeewolf 2* just doesn't seem to work at all with some accelerator cards.



FINAL WRITER 4 LITE (*AF82*)

If *Final Writer*'s pull-down menus won't pull down it is probably because you are running a menu enhancement commodity (i.e. *MagicMenu*). Such programs don't work correctly with *Final Writer* and should be disabled. In order to print *Final Writer* documents it is vital that you have the correct printer driver installed in the devs/printers drawer of your Workbench disk and that the driver is selected and configured using Workbench's printer prefs utilities. Your Workbench manual describes how to do this. To print out larger documents *Final Writer* requires more memory. If you are using the program on a 2Mb machine, try to maximise the amount of memory available to *Final Writer* by removing any utilities or commodities running in the background – if you still experience problems, use Workbench's prefs utilities to alter the Workbench screen to a lower resolution screenmode with less colours and no backdrop pictures. Lastly, it was inadvertently stated that *Final Writer* works on all 2Mb+ Amigas. Sorry, but it's incompatible with old Kickstart 1.2/1.3 machines.

GENERAL PROBLEMS

I often hear from people who have returned their Coverdisks for replacements several times and are still meeting with the same problems. The most common are Read/Write or Checksum errors which occur during the decompression process. It is important to note which disk is in the drive when such errors occur – is it the Coverdisk or one of your own disks? If it's one of your own disks then that is the disk with the problem, not the Coverdisk. Did you format your blank disks correctly? Try re-formatting them and make sure that you do a full format not just a quick format, use the verify option and make sure you format from your Workbench, not from utilities like *X-Copy*. Disable *Directory Caching*, *Trashcan* and *International Mode*. Don't decrunch to HD (High Density) disks as these can be unreliable. **Always write protect and back up your Coverdisk *before* you use it.**

BLITZ WINNERS





The five winners of the *Blitz Basic* competition will each receive a complete *Blitz Basic* set worth £75. The answer was, of course *Blitz Basic 2.1*. There were lots of entries but the lucky winners are:

John Hopkiss, Warley, West Midlands. S.A Furniss, Beighton, Sheffield. Paul Firth, Dewsbury, West Yorks. Stephen Cooke, Acocks Green, Birmingham. James Nunan, Leamington Spa, Warwickshire.





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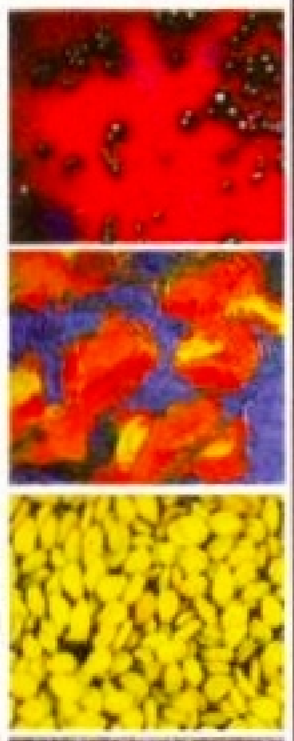
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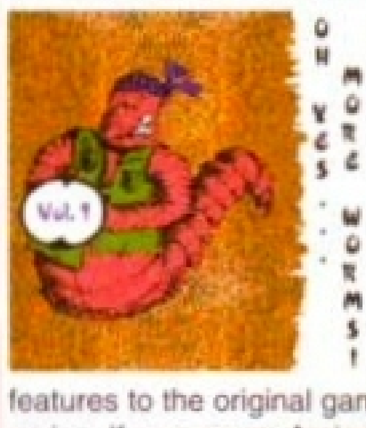
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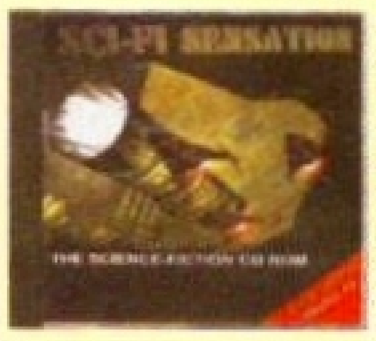
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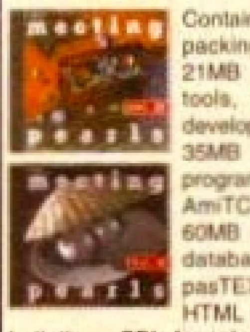
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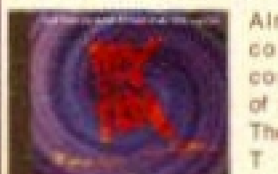
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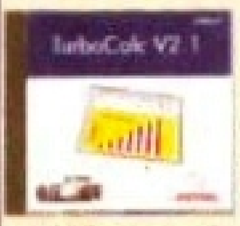
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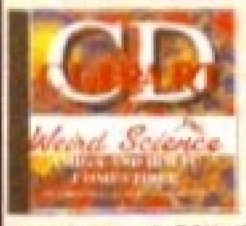
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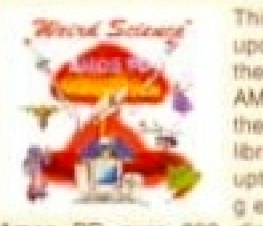
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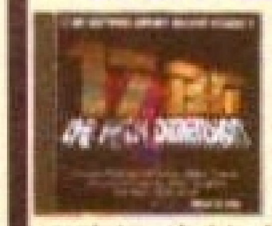
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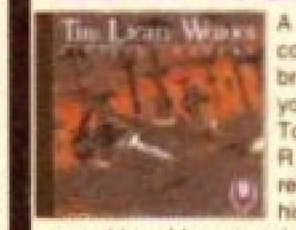
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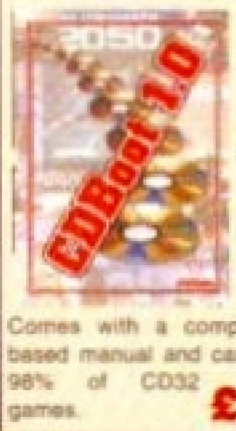
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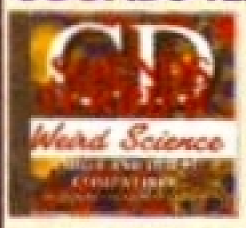
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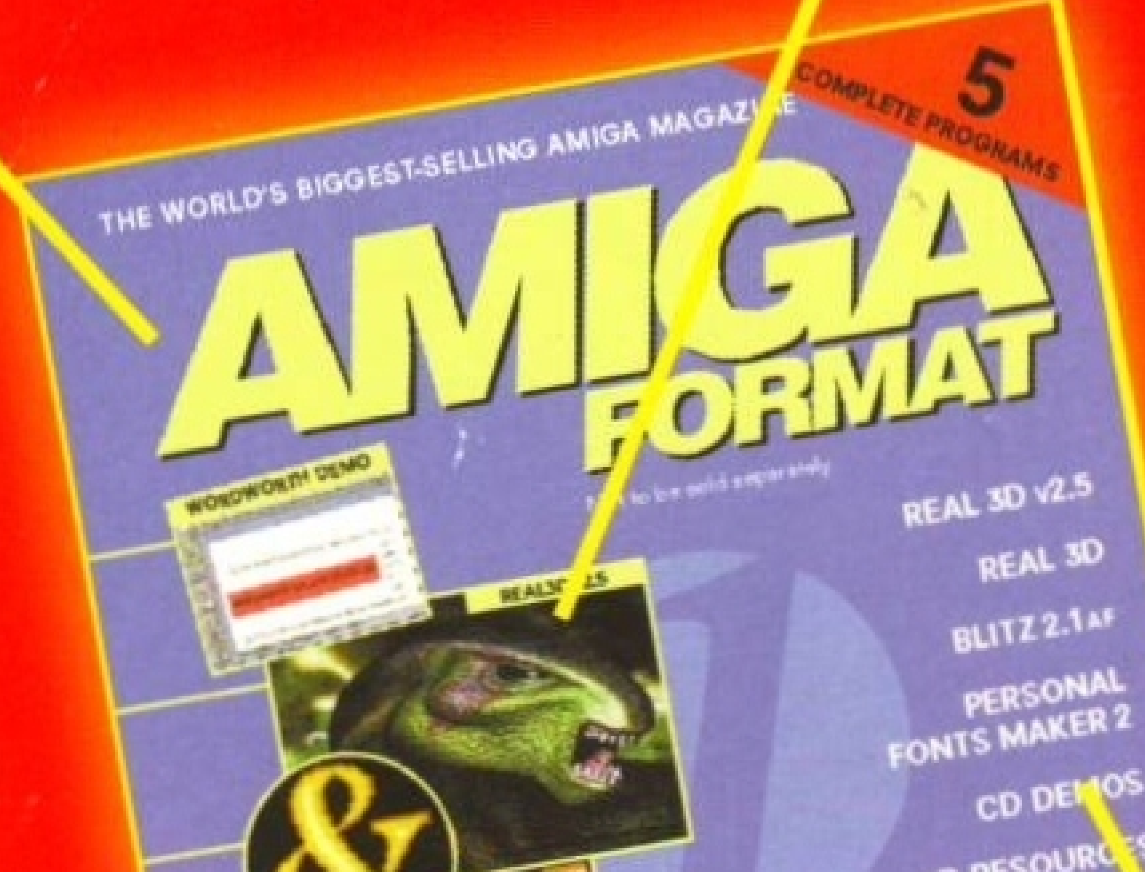
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